

UPPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIET

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 7

32BIT

SYSTEM SHOOTOUT!

SATURN • SUPER 32X

PROJECT REALITY • PS-X

32X • JAGUAR • 3DO

PLUS:

SUPER SF2

OUTRUNNERS

VIRTUA RACING

FINHEAD

FLINK

SUPER BOMB

BREATH OF FIRE

FINAL FANTASY VI

DOUBLE DRAGON 5

BEAVIS & BUTT-HEAD

SAMURAI SHODOWN

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Virtua Racing™







Fig. 41



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Also, characters should now actually talk to each other. I guarantee that an RPG with those features would be a major success (this is free of charge by the way). I'll bet any marketing exec. a month's pay on that one. Imagine Landsdalester with computer graphics, or a Virtua Sonic with different perspectives, where you control characters that look like the ones below. Imagine Castlevania with realistic CG enemies, and real textures on the mansion and foggy outdoor areas. Or Contra, in a realistic jungle with digitized characters like the ones in MK. How about Final Fantasy or Lunar, with characters that you feel they could walk into your living room. Tell us your ideas, give us fantasy— an escape from reality. Don't dredge up things that we've already seen and make us live through them again.

With a crosshair and a button. I know you think it's "neat" but you don't have to play it.



And finally, as a favor to a good friend, I must warn you that in another magazine article about Shiny and their new character (see pages 28-36) there are some serious misquotes. Dave has the utmost respect for Disney and holds no ill feelings towards the Jag or Atari. Mr. Perry asks that you kindly disregard the aforementioned article. Enjoy the issue.

"We just want that old feeling back."

KING OF THE MONSTERS 2

You're 120 feet tall - ripping chunks from an alien in a town you just wrecked. Now mom wants you to set the dinner table?

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Video Game Division

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from an alien in a town you just wrecked.

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ENTERTAINMENT SYSTEM



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DIEHARD

GAME FAN

JUNE 1994

NEXT GENERATION VIDEO GAME MAGAZINE



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All Art By:
Terry
Wolfinger



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PAGE 82

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Virtua

h o w

fast

d o

y o u

Adrenaline junkie. You are, admit it. That's why you've been waiting for Virtua Racing on Genesis.

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SVP chip comes in. Luckily, you don't have to understand the technology to appreciate Virtua Racing. Just drive.



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Racing.

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Change is good. That's why there are 3 different racetracks to choose from. (Beginner, medium, and if you're up to it, one for the experts.)



So much competition, so little time. Race against 15 other cars, the clock or, if you're shy...your own best time.

TOP TEN



MOST WANTED



TOP TEN

1. NBA Jam (Genesis)
2. Sonic 3 (Genesis)
3. SF2 Turbo (SNES)
4. NBA Jam (SNES)
5. Mortal Kombat (Genesis)
6. Lunar (Sega CD)
7. Mortal Kombat (SNES)
8. Mega Man-X (SNES)
9. Secret of Mana (SNES)
10. Eternal Champions (Genesis)



MOST WANTED

1. Mortal Kombat 2
2. Super SF2
3. Virtua Racing (Genesis)
4. Alien vs Predator (Jaguar)
5. Final Fantasy III (SNES)
6. Phantasy Star IV (Genesis)
7. Streets of Rage III (Genesis)
8. Starfox 2 (SNES)
9. Lunar 2 Eternal Blue (Sega CD)
10. Road Rash (3DO)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Eric Wong of Granite Bay, CA
Second Prize: Sam Weber of Brandon, FL
Third Prize: Aaron Francis of Rochdale, NY

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 5137 Claretton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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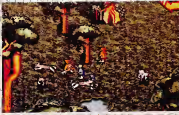
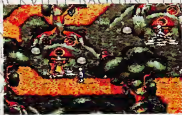
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HOCUS POCUS

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TEMPEST 2000 (JAGUAR)

Level Warp and Bonus Levels

If you're not as gnarly as our production asst. Jacob, and are having problems with some of the levels on Tempest, our mighty magician has the ultimate trick for you Jag freaks this month! Before turning on your system, hold down the #1, #4 and #7 buttons, turn on your system and continue to hold down the buttons until you choose which game you're going to play by pressing A. You should hear a very deep voice say "EXCELLENT" to let you know the code was activated. Now while playing the game, pressing the #6 button will enable the warp for the bonus levels and the "OPTION" button will warp you on to the next level. Pretty cool huh!



Rotary Controller Enable

Go to the Option Screen and hold down pause on both controllers and the "Controller Type" selection will appear. This will enable you to switch between the Rotary Controller and the Joypad. The Rotary Controller will be available within the next couple of months.



KING OF DRAGONS (SNES)



To play with the same characters in the 2 player mode, put in the following code. All you SF2 freaks are probably familiar with this one. When the Capcom logo appears on the screen, enter: Down, R, Up, L, Y, B, X, A on controller 1. You won't hear any sounds like in SF2 but you can now play with the same characters.

VIRTUA RACING (GENESIS)



If you thought you were good at Virtua Racing, try this trick. Before turning on your system, hold down the A and B buttons and press up on your controller. Now turn on your system while continuing to hold down the buttons and press Start to get to the option screen. There should now be a blue box on the bottom right with Virtua Racing printed backwards. Choose this box and the track will be completely reversed.

SUPERTM STREET FIGHTER II

WE OWN
THE STREETS
THIS SUMMER.

GENESIS

CAPCOM

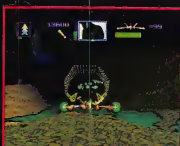
SUPER NINTENDO
GAME Boy ADVANCE

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TOTAL ECLIPSE (3DO)

Little Skull Screen

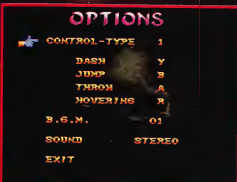
You must first begin playing a game. Then, press Pause and return to the Option screen. Now, make sure that Resume Game is highlighted in the picture window and enter the following code: B, A, C, A, B, A, L, L, R, X, X, and the Little Skull Screen should appear. Once at this screen, other codes may be put in for different results. Here's one to start you off, enter: L, A, B, L, A, B, X, X, X. This will take you to the Ice World which is a never ending level without enemies where you can practice flying and picking up shields. Also, if you press Start while in the Little Skull Screen, you will go to the Big Skull Screen. While in the Big Skull Screen put in this code and you will start at the beginning with 99 lives: A, A, B, B, C, C, L, L, R, R, and Start.



ALADDIN (SNES)

Level Select

While in the Option Menu, enter L, R, Start, Select, X, Y, A, B, on controller #2. You must do this button combination very quick in order for it to work and if done correctly you will hear a chime. Now, on the Main Menu, above Game Start, there will be a stage number which you can access and modify by holding down the L and R buttons. In addition to the Level Select, you will now have 10 hearts and 99 apples!



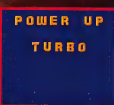
NBA JAM (GAME GEAR)



All codes should be entered during the "Tonight's Matchup" screen.



Power-up Interception:
Press either button 15 or more times while rotating the direction pad in a 360 motion.



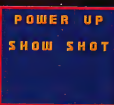
Power-up Turbo:
Press either button 15 or more times, then hold Left until the matchup screen disappears.



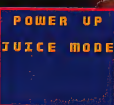
Power-up Dunks:
Press either button 13 times while rotating the direction pad in a 360 motion.



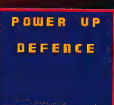
Power-up Fire:
Press either button 7 times, then hold button 2 and Up until the matchup screen disappears.



Shot Percentage:
Press either button once, then hold button 2 and Down until the matchup screen disappears.



Juice Mode:
Press either button 13 times, then hold buttons 1 and 2 until the matchup screen disappears.



Power-up Defense:
Press either button 5 times.

Send in your tips and hints. If we use your magic in Hocus Pocus, we'll send you an awesome GameFan T-Shirt. Winners will be notified by mail.

Send Codes to:
GameFan Magazine
Attn: Hocus Pocus
5137 Claremont Drive Suite #210
Agoura Hills, CA 91301



IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Haggar flat on his back.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious. No wrestling game can match this one.



Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.

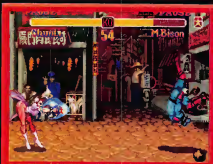


King Rasta puts the pin on Alexander "The Grater" with a superplex.

STREET FIGHTER II

The New Challengers

It's almost here! Super Street Fighter II for the SNES will be arriving on Super Sunday this July. Weighing in at a hefty 32-meg, Super will surely be one of the biggest games this summer. All the new moves, characters and backgrounds from the arcade are left intact in this home translation. Here are a few screen shots we're throwing your way. It'll make the wait all the more painful. - K. Lee



CAPCOM CAPCOM CAPCOM CAPCOM CAPCOM CAPCOM CAPCOM CAPCOM CAPCOM

40 MEG!

STREET FIGHTER II

The New Challengers

That's right! The Genesis version of Super Street Fighter 2 is 40 meg! This version has five stars for speed. The color and high level of detail is even better than the sparkling Sega Turbo version. I pray that this second Sega version of SF2 has better music and clearer voice. We'll find out on July 3rd, Super Sunday. Is that anything like Mortal Monday, Sonic Tuesday...All I know is that I'll be the first in line. - E. Storm





**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**



TO BE CONTINUED...?

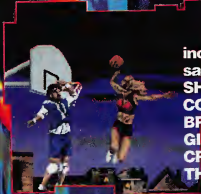
You haven't played

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Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.

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YOUR MAGAZINE



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(ACTUAL SCREEN SHOTS)

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SEGA™

Sega CD Product of the Year



More than 30 new Sega CD titles were launched last year. *AH-3 Thunderstrike* blew them all away to capture the 1993 Sega CD Product of the Year award. Enlist now and see for yourself what all the thunder is about.

Best Sega CD Shooter



"Games like *Thunderstrike* are the reason I bought a CD ROM . . . 3D first person perspective, scaling, digitized graphic and excellent sound . . . Perfection."

Die Hard Game Fan, October 1993.



SEGA CD™

Editors Choice Award



"Thunderstrike has got to be seen to be believed! Excellent scrolling, sound effects, weapons and superb gameplay will set the standards.."

Electronic Gaming Monthly, November 1993.



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Teach a protonic foe how a few moments is only a Jedi Knight's cost!



Battle monsters, probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you join in the battle world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

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Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.



VIEWPOINT



IT'S THE NEW, NEW VIEWPOINT! NOW, MORE THAN EVER...
HONESTY IS OUR ONLY EXCUSE!

VIEWPOINT CONTEST WINNER

William Smith, a Linkage Games, 600
Dino Avenue is one of the best puzzle games
since Lemmings. After seeing the vibrant
graphics you'll be hooked. The backgrounds
are close to photo-realistic and make playing
the game more enjoyable. You'll be pleasantly
surprised that Dino's music is pleasant to
the ear. With a level to conquer, it's a good
first game for the Sega, 90%.

Skid **K. Lee** **The Enquirer**

SKID **K. LEE**

THE ENQUIRER



VIRTUA RACING • GENESIS • SEGA • 16MEG • RACING • 1-2 PLAYER • AVAILABLE JUNE

If it's a bit hard to play in cockpit mode, due to the loss of color, but other than that, Virtua has the same feel as the coin op. That alone is reason to celebrate. I must admit, I miss the detail found in the arcade graphics, but for a Genesis game, Virtua is a big step and a fantastic game. The excellent soundtrack and effects are an added bonus. It's to bad this technology had to come along at the end of 1990.

GRAPHICS **8**
MUSIC **9**
CONTROL **8**
PLAY MECHANICS **10**
ORIGINALITY **10**
90

Amazing, Sega hit the nail on the head with this one. They took one of the most impressive arcade games of all time and turned it into one of the most impressive Genesis games of all time. Blazing speed, ultra smooth scaling, impossible to improve play control, rockin' tunes. VR is simply a landmark 16-bit game.

GRAPHICS **8**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **10**
ORIGINALITY **10**
90

VR on the Genesis is about as close to an arcade experience as you'll find in 16 bit. The play and control are perfect and when you play against another driver, you get that same adrenalin rush found only in the arcades. Save your life in 25 grand, go out and get VR while you still can.

GRAPHICS **8**
MUSIC **9**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **10**
90



STREETS OF RAGE 3 • GENESIS • SEGA • 24MEG • ACTION • 1-2 PLAYER • AVAILABLE NOW

After playing the import I was disappointed. I was re-drawing the controversial first mid level boss, they re-named him. OK, so I still have the babes in their French cut, what's their play, where'd they get the game and long sleeves? C'mon guys, this is a street fighting game. We don't need to be that careful. A good game gets rewarded. Buy the import or pass all together... Yuzo blew it too.

GRAPHICS **8**
MUSIC **6**
CONTROL **9**
PLAY MECHANICS **8**
ORIGINALITY **7**
76

SOR3 has great play mechanics and good graphics, but its the music that comes up short. I never thought Yuzo Kohshi's game music would ever be criticized, but I'm sorry, some of these tunes are just plain weird. Background music usually sets the mood of a game but these tracks put you in a mood to introduce your Genesis to Mr. Baseball bat. What happened?

GRAPHICS **9**
MUSIC **6**
CONTROL **8**
PLAY MECHANICS **9**
ORIGINALITY **8**
80

I'm usually blown away with any of the SOR games, but gen 3 just didn't do for me. The graphics and control are very good, but the music is horrible compared to previous versions. It's as if the person who composed the music in Chakan did the BGM in SOR3. What were you thinking Yuzo?

GRAPHICS **9**
MUSIC **5**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **7**
78



JUNGLE BOOK • GENESIS • VIRGIN • 16MEG • ACTION • 1 PLAYER • AVAILABLE JUNE

Virgin has done it again. Jungle Book is a great game. It is slower, a bit short and a little too easy. As expected, the animation and art is first rate and the music is as good as or better than Aladdin. Mowgli has excellent play mechanics. The levels are cute, big, and are laid out very well. So though JB is easy, I guarantee you'll play over and over. It is, most importantly, extremely fun. I commend a purchase here.

GRAPHICS **8**
MUSIC **8**
CONTROL **8**
PLAY MECHANICS **9**
ORIGINALITY **9**
90

After taking a back seat to Aladdin, Mowgli emerges with a vengeance. Jungle Book has that same addicting quality that Aladdin has in that it looks as good as any cartoon on the silver screen. Matched with great control and an excellent lay out JB is another Virgin Disney classic.

GRAPHICS **8**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **9**
86

Jungle Book is one of the best Genesis games I've seen in a long time. The control is perfect and the layout of the levels is very well thought out. Jungle Book somehow still manages to have the feeling of a Disney Fair game, even though he's gone. Maybe there's a ghost at Virgin. From the great sound and music to the multi-colored backgrounds and excellent graphics, JB is a great overall package.

GRAPHICS **9**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **9**
88



KING OF THE MONSTERS 2 • GENESIS • TAKARA • 16MEG • ACTION • 1-2 PLAYER • AVAILABLE JULY

King of the Monsters Two is about as close to the arcade as it gets on 16bit. If you liked the coin-op you will not be disappointed. I personally find the game only mildly amusing and a bit one dimensional, even though Takara has improved the control. But if it's your thing, come on get it. The graphics, music and control are excellent. Takara has the Genesis covered.

GRAPHICS **8**
MUSIC **8**
CONTROL **8**
PLAY MECHANICS **7**
ORIGINALITY **8**
78

If there is one company that is constantly improving the quality of their software, its Takara. Takara has taken the one on one fighting in KOTM2 (the best part in my opinion) and improved on it. The ability to play all the bosses and the diverse special moves are cool, but the game is a bit on the tough side. Not bad.

GRAPHICS **8**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **8**
ORIGINALITY **8**
82

Takara always seems to do the impossible on any platform. No matter how much memory the coin-ops have, the home version still gives you the same feeling. KOTM2 is exactly like the arcade game, only with better play control. Now just get me a red Sega version of Fatal Fury Special, and I'll be happy.

GRAPHICS **8**
MUSIC **7**
CONTROL **9**
PLAY MECHANICS **8**
ORIGINALITY **8**
80



MONSTER WORLD IV • MEGADRIVE • SEGA/WESTHOME • 12MEG • ACTION • 1 PLAYER • AVAILABLE NOW JPN

Action RPG's on 16bit don't get much better than this. MWVS has great artwork, a great story, perfect control, awesome bosses and good music. Hec. It even has a great ending, and it's a super long game. So will SOA be bringing it out? Doubtful. If you buy imports and you're adventurous don't pass up MWVS.

GRAPHICS **9**
MUSIC **9**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **10**
92

Monster World 5 is probably one of the best action RPG's I've played since Landskalker! Great graphics, great sound, a huge game and some of the most mind boggling problem solving in the 16 bit. To bad more of these great games don't make it overseas.

GRAPHICS **9**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **9**
ORIGINALITY **9**
88

These are the types of games that really give you your money's worth. It's to bad more developers don't take the time to create them. MW5 is a first class Action/ RPG. Why it is not on more platforms me. Who fell asleep at the wheel?

GRAPHICS **9**
MUSIC **8**
CONTROL **9**
PLAY MECHANICS **8**
ORIGINALITY **9**
86

AX-101 is about as good as Full Motion CG games get. Unfortunately for me, it isn't good enough. I despise full motion games. AX-101 is on a rack. I.E. It blows you. All you do is aim and shoot. Why they went through the trouble of rendering all this stuff in motion is beyond me. Chunks, low res goo, yuk.

GRAPHICS 7
MUSIC 7
CONTROL 5
PLAY MECHANICS 5
ORIGINALITY 7
62

I expected more from AX-101. The sound FX and music are decent and the explosions were cool, but the point and click Cobra Command style play mechanics need work. I don't mind the slightly grainy graphics but when I play video games, but I enjoy a feeling of involvement. Full motion games don't provide it.

GRAPHICS 7
MUSIC 7
CONTROL 7
PLAY MECHANICS 6
ORIGINALITY 7
68

Here we go again, 64 colors of poorly Full Motion Video. AX-101 is another FMV game with nothing really new to offer the advanced gamer. The game is too short and it has only OK music and graphics. CD-ROM games like this will never amount to anything more than a Fizzle in my eyes.

GRAPHICS 6
MUSIC 6
CONTROL 6
PLAY MECHANICS 5
ORIGINALITY 7
60



FIGHTERS HISTORY • SNES • DATA EAST • ROMEG • FIGHTING • I PLAYER • AVAILABLE JULY

Fighters History is surprisingly good, easily comparable to the SNES SF2. Combo's come out perfectly, the graphics are excellent and the floor line scrolls just like the coin-op. It is however, very Street Fighter like (although no babies of Cammy's stature are present). If you haven't had enough fighting yet, buy it.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAY MECHANICS 9
ORIGINALITY 6
80

I have a few mixed emotions about this game. On the one hand, Fighters History is one of the best fighting games of all time. The ease of play, control, combos and special moves make FH insanely addictive. Unfortunately, the Data East programmers have made the most blatant SF2 copy, these eyes have yet seen. Deja-vu revisited.

GRAPHICS 8
MUSIC 8
CONTROL 9
PLAY MECHANICS 9
ORIGINALITY 7
84

This is one of the best home translations I've ever seen. Everything in this cart impressed me. Music, control, addictiveness, graphics, FH has it all. In this version they even added a code to play the bosses. If you are a fan of the coin op don't pass this one up.

GRAPHICS 8
MUSIC 7
CONTROL 10
PLAY MECHANICS 9
ORIGINALITY 7
82



COTTON 100% • SUPER FAMICOM • DATAM POLYSTAR • ISMEG • SHOOTER • I PLAYER • AVAILABLE NOW JAPAN

Cotton is your everyday, run of the mill, side scroll shooter. It has a great character, is very colorful and has excellent detail but does absolutely nothing new. These days, a shooter needs to be something special to be worth buying and I haven't witnessed such a game since Thunder Force 4. I have not been impressed with a shooter on cart in quite some time.

GRAPHICS 9
MUSIC 7
CONTROL 8
PLAY MECHANICS 6
ORIGINALITY 7
74

It's nice to see that the shooting genre isn't totally extinct, on the 16-bit Nintendo. Cotton delivers a solid mix of Parodius style weirdness with an even more Japanese feel. The graphics and animation are impressive with a great deal of attention put on even the smallest of objects. It's a bit on the easy side though.

GRAPHICS 8
MUSIC 8
CONTROL 7
PLAY MECHANICS 7
ORIGINALITY 7
74

If you really like Japanese style shooters with quirky music, then Cotton is for you. Besides having gorgeous graphics, I really liked how good the detail was. In many ways, the detail rivals Araya. Unfortunately, Cotton lacks the creativity shooters need to make a dent in today's market.

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECHANICS 6
ORIGINALITY 7
72



SUPER WING COMMANDER • 3DO • ORIGIN • ORIGIN • ACTION • I PLAYER • AVAILABLE NOW

I almost fell out of my chair laughing when I saw the Monty Python facial expressions in Super Wing Commander. The game itself is actually kind of odd, since you except the fact that everything is a bit choppy and there's a major learning curve. It isn't perfect by any stretch of the imagination. As a shooting RPG, SWC is a playable game. Decent.

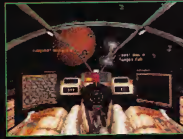
GRAPHICS 8
MUSIC 7
CONTROL 6
PLAY MECHANICS 8
ORIGINALITY 8
74

Super Wing commander has a lot of cool rendered movies and a very elaborate story. It will probably take me a lifetime to beat! However, the Monty Python cut out people were a little cheesy! I thought the 3DO could do texture mapping! And the addition of multiple play perspectives SHOULD have been a benefit.

GRAPHICS 7
MUSIC 8
CONTROL 7
PLAY MECHANICS 7
ORIGINALITY 9
76

Super? I don't think so. Got a year to study the manual and learn how to control it! Someone wanted a lot of trouble to make an average game. Smoother scaling and overall better play mechanics are badly needed here. Strictly for the PC, rocket protector set.

GRAPHICS 6
MUSIC 7
CONTROL 6
PLAY MECHANICS 7
ORIGINALITY 8
68



TETSUJIN • 3DO • SYNERGY • 3D ADVENTURE • I PLAYER • AVAILABLE NOW JAPAN

Tetsujin is a great 3D dungeon adventure. It isn't worth the slow down when a lot of textures are present, it would be near perfect. It looks pretty good 75% of the time, so the slow down doesn't kill the game. The graphics are excellent and the corridor graphics intersections are the best I've ever seen. Also, the A.I. is among the best in this category. This game has to come out here! We really need it.

GRAPHICS 9
MUSIC 8
CONTROL 8
PLAY MECHANICS 7
ORIGINALITY 8
80

What a difference Japanese programmers make. Although I'm not the biggest fan of first person 3D games, the overall presentation and polish of Tetsujin impressed me greatly. The sound is good and I have no complaints about the control, but the rendered graphics are absolutely fantastic. The game slows down at times, but there's no carrying the Torch is one of the better 3DO games.

GRAPHICS 8
MUSIC 8
CONTROL 8
PLAY MECHANICS 7
ORIGINALITY 8
78

Wow! The Intro blew me away and the computer graphics between levels really show off the power of the 3DO. The only bummer was that the more complex the CG became, the more Tetsujin slowed down. If you put graphics first, you'll be in heaven. I prefer more play mechanics, and English Muffins!

GRAPHICS 8
MUSIC 7
CONTROL 8
PLAY MECHANICS 8
ORIGINALITY 8
78



WOLFENSTEIN 3D • JAGUAR • ATARI • ISMEG • 3D ACTION • I PLAYER • AVAILABLE JUNE

I cannot believe how high-res and fast this game is. The Jaguar version of Castle Wolfenstein eats the competition. In Turbo mode it moves at 60 frames per second and it's got top level texture mapping on the floor and ceiling would have been worth sacrificing some speed, but overall this is the best version in existence. I WANT DOOM!

GRAPHICS 9
SOUND FX 8
CONTROL 9
PLAY MECHANICS 7
ORIGINALITY 8
82

This is the best version of Wolfenstein I have ever seen. I'm not really into the 3D genre, but I must give credit where credit is due. The quick, smooth scaling and high resolution graphics are a testament to the power of the Jag. To top it off, this is a carnage filled, unedited game. Not bad.

GRAPHICS 9
SOUND FX 9
CONTROL 7
PLAY MECHANICS 7
ORIGINALITY 8
80

Castle Wolfenstein on the Jag has got to have some of the most impressive scaling I've ever seen. I'm not nearly as big a fan of first person 3D games, but Wolfenstein may just convert me. If you're looking for some of the best game ever seen on a TV screen since MTK 1, take possession the Jag version of Castle Wolfenstein.

GRAPHICS 9
SOUND FX 8
CONTROL 9
PLAY MECHANICS 7
ORIGINALITY 8
82







ATARI
MADE IN THE U.S.A.

Shiny

ENTERTAINMENT



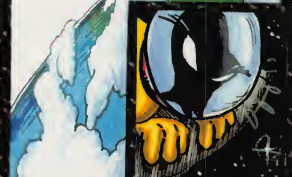
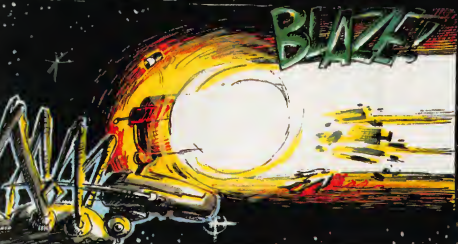
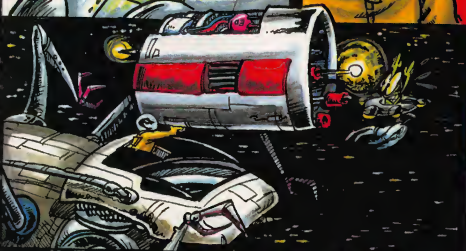
Anyone who reads GameFan is already aware of David Perry and our admiration for him. It's not that he's the only brilliant programmer out there with your best interest in mind, there are a few. It's that Dave is one of the few who makes himself accessible to the press, i.e. he's a really nice guy. There's no ego, just a person that is incredibly talented and hell-bent on making the greatest video games of our time. How he has managed to surround himself with people that are all equally suited is a mystery, but he has. Shiny Entertainment is about to blow the roof off of the Action/Platform category. We are proud to be one of the first to show you Shiny's new character, Earth Worm Jim. You're about to get a taste of what Dave can do when Dave is in charge. During a recent visit to Shiny, I was in complete awe of what he has accomplished. I have never seen a team of guys so dedicated to a project, while having so

much fun doing it. This is what our industry needs more of. This is how legendary characters are made. All this may sound corny, but it is necessary to tell you about the team so you can try to imagine how incredible Earth Worm Jim is. Because I could try and describe it all day but, until you see it and play it, you could never imagine. I'll tell you one thing, you haven't seen what the Genesis and SNES can do...not by a long shot. On the next eight pages you'll find Jim's story, followed by some very early screen shots and a pictorial, including some up-close stuff of Shiny themselves and some of the characters they have created. Beyond this, we will keep you up to date on the game's progress until its October release. It's going to take a miracle for another game in the 16-bit category to even compete with Earth Worm Jim for game of the year. I say that having only seen a 50% version. You see, I know some of what they have in store and I can honestly say that I have never been this excited about a game. Earth Worm Jim is a seven month project. After Jim, Shiny will take a full year on their next game...a certain planet comes to mind... - E. Storm

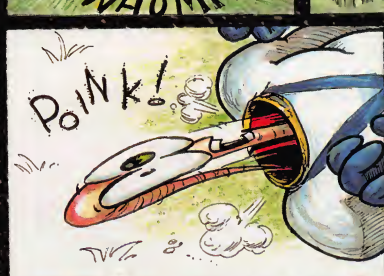
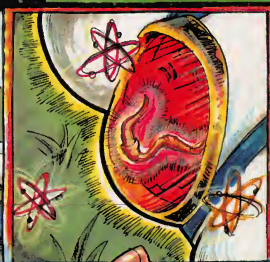




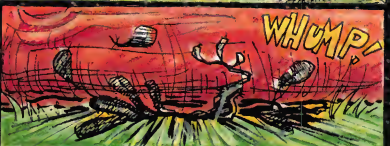
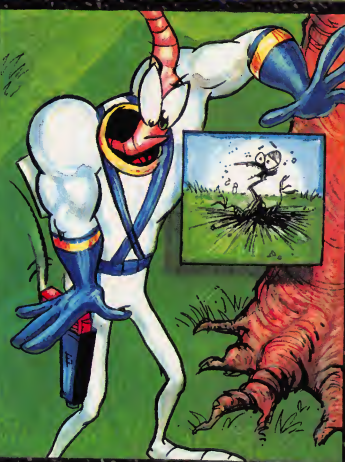
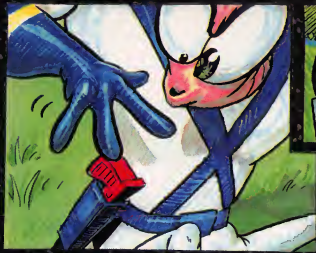
IT'S A DAY LIKE ANY OTHER. A CROW PURSUES A WORM THROUGH A FIELD. TODAY, THE WORM MAKES IT HOME O.K.. THE CROW, HOWEVER, EATS SOME GRASS...WHAM! MEANWHILE, OUT IN SPACE, A TINY RENEGADE SHIP RUNS OFF WITH A STOLEN SUIT, PURSUED BY THE INFAMOUS PSYCROW.



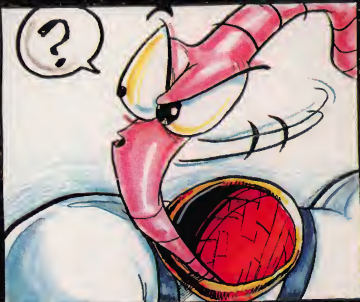
PSYCROW PULLS OUT A GUN TO ARREST HIS ENEMY. THE ENEMY REACHES INSIDE AND PULLS OUT A SLIGHTLY BIGGER GUN. THIS, OF COURSE, WORRIES PSYCROW BECAUSE HE HAS...GUN ENVY. HE REACHES INSIDE AND PULLS OUT THE HUGE MOTHA' BLASTER OF THEM ALL! THE TINY ALIEN THROWS HIS HANDS UP IN NUMB DESPAIR, BUT IT'S TOO LATE! PSYCROW HAS PULLED THE TRIGGER...BLAZE!! THE SHIP IS COOKED AWAY. THE SUIT FLOATS HELPLESSLY TO EARTH. PSYCROW SEES THAT HE MUST PURSUE THE SUIT.



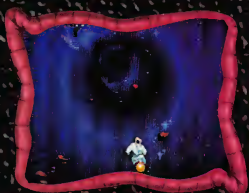
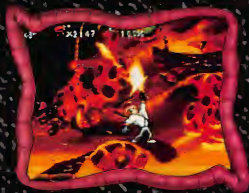
BACK ON EARTH, THE WORM WONDERS IF IT IS SAFE TO COME OUT OF HIS HOLE. HE LOOKS RIGHT, HE LOOKS LEFT...IT SEEMS TO BE SAFE. UNKNOWN TO HIM, THE SUIT FALLS TO EARTH. THE SUIT LANDS RIGHT ON TOP OF THE WORM. LUCKILY, HE RESTS SAFELY WITHIN THE NECK SECTION OF THE SUIT. THE SPACE PARTICLES INTERACT WITH THE WORM'S SOFT FLESH, CAUSING SOME KIND OF A LIGHT SPEED EVOLUTION. SUDDENLY, THE WORM REALIZES HE IS IN CONTROL OF THE SUIT! THUSTLY...THE BIRTH OF EARTH WORM JIM.



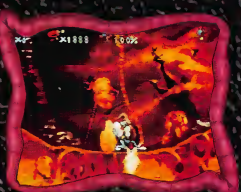
JIM'S CREATIVITY IS KICKED INTO ACTION AS HE REALIZES HE HAS SOMETHING ATTACHED TO HIS BELT. HE PULLS IT OUT, UNKNOWN TO HIM, IT'S A PLASMA BLASTER. MEANWHILE, THE CROW IN THE BACK GROUND INVESTIGATES THE HOLE...BLAM JIM FIRES OFF A PLASMA SHOT...SQUAWK! IS HEARD IN THE BACKGROUND. THE CROW ATTEMPTS TO GET UP. EARTH WORM JIM LEANS AGAINST A TREE TO REST A BIT, BUT HE DOESN'T REALIZE THAT HIS SUIT POSSESSES OVERWHELMING POWER AND HE TOPPLED THE TREE WITH BASE...ON TO THE CROW, DESTROYING HIS NEMESIS.



EARTH WORM JIM FIGURES HE HAS IT EASY FROM NOW ON, UNTIL HE HEARS SOMETHING OVER HIS SHOULDER. SPYING OVER THE TOPPLED TREE, JIM SEES PSYCROW TALKING TO THE QUEEN, ANNOUNCING THAT HE HAS FOUND EVIDENCE THAT HER SUIT IS VERY NEAR. JIM DISAPPEARS INTO THE CITY AND EMBARKS ON THE GREATEST ADVENTURE OF HIS LIFE.

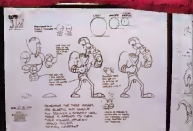
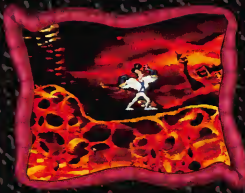


"SHINY ENTERTAINMENT IS ABOUT TO BLOW THE ROOF





OFF OF THE ACTION/PLATFORM CATEGORY."





Chuck is the owner of the junkyard that Earth Worm Jim first encounters, after he finds the cybernetic suit. Fifi is his dog who, when attacking, can become a whirlwind of swirling lines, teeth and bones.



Bob is a goldfish in a bowl, who thinks that if he can just get Earth Worm Jim's suit for himself, he can rule the known universe.



This alien life form, is an organ that broke free of its host. The evil Dr. D has a terrible attitude, and wishes to digest everybody.

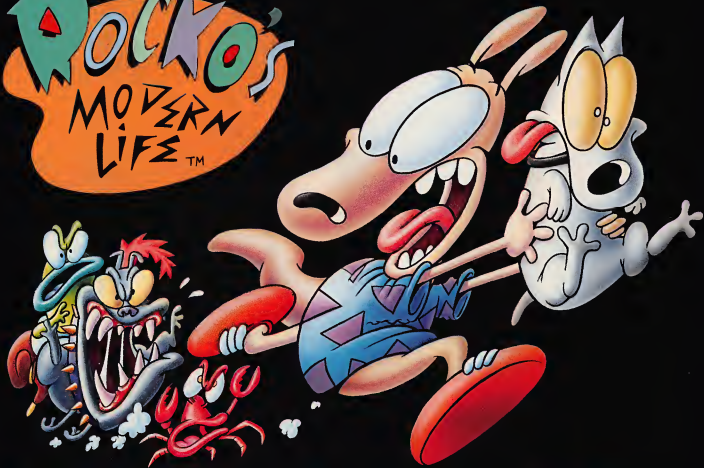


Prof. Monkey for
a Head

Professor Monkey for a Head is a scientist whose physical deformation caused him to go mad.



CATS have nine lives.
Unfortunately, **YOU** have a **DOG**.



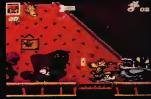
Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Helper is part steer, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

He's YOUR dog.

NICKELODEON

He's YOUR problem.

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NEW MEDIA

Holy Sphincter

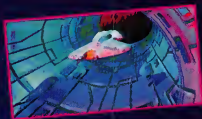


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you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

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Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

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GENESIS • SEGA • 16MEG/VSP • RACING • 1-2 PLAYERS • AVAILABLE JUNE

Virtua Racing™

After months and months of waiting, Sega Sports has finally delivered the ultimate 16-bit arcade translation: Virtua Racing. Through the sheer processing power of Sega's new DSP, dubbed the "Sega Virtual Processor", the programmers have been able to achieve something that has eluded game designers in the past - a home game that is virtually (no pun intended) identical to its arcade cousin.

Yes, there are some polygons missing, the detail is not as intense in the home game, and the color and resolution have been scaled down to fit the limits of the host machine. But the speed, graphic intensity and addictive gameplay that made the arcade game a major hit are all included in this awe inspiring release. Prior to VR, there has only been one home game that has approached the all-out speed of this title - F1 World Championship from Domark. VR takes this a step further by introducing advanced vehicle physics that make you





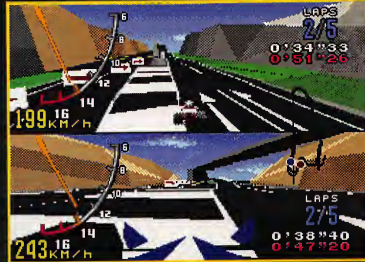
BELIEVE that you are piloting a real F1 vehicle. This illusion of reality is also helped along by the four different points of view that are available to you on the fly. My personal favorite is the cockpit view, which is by far the most challenging. As many of you know, Sega has announced the Fall release of their new 32-bit Genesis add-on, Super 32-X. This means that Virtua Racing will be the first and last SVP game. In the future, new games will access the SVP via the internal hardware of the 32-X. VR will retail for \$99.95. Although this may seem a little steep, consider the value. There are many so-so 16-meg games on the market now that are \$70+ a roll. With VR, you are getting one of the best arcade games of all time, programmed by the original arcade team... but that's not all. Sega has also included a "Free Run" mode that allows you to compete on any of the three tracks





ACROPOLIS

(Beginner, Medium and Expert for those of you not familiar with the arcade game) for up to 20 laps (this is an excellent way of trying to set the best lap time for any given course). Also, there is a great split-screen, two player game that allows head-to-head competition with no loss of graphic detail or speed. In addition, VR supports the Edge-16 modem. This will allow you to compete against a friend down the block! So, if anyone tries to tell you that VR is too expensive, ignore them. VR is the best home racing game ever created, period... and a great value! I'll take one VR for most any two games in my catalogue. The only complaint I have with the game is that there is no battery for saving best lap times. But, given the cartridge's price, that is an understandable omission. Get behind the wheel and feel the rush. VR hits retailer shelves near the end of June... enjoy the ride. - Talko

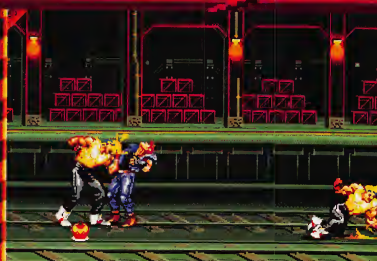
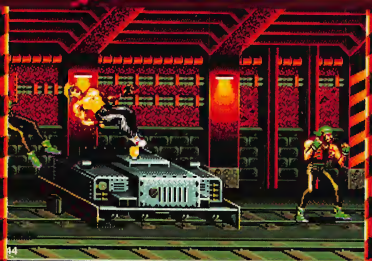
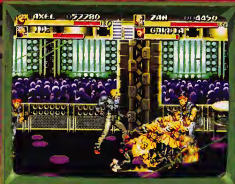


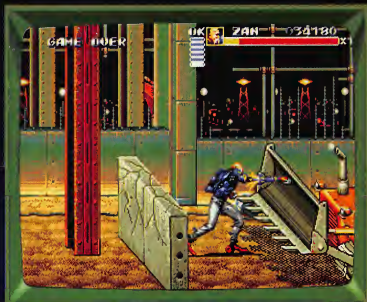


STREETS OF RAGE 3



Last issue, E Storm gave you an in-depth look at Bare Knuckle 3 for the Mega Drive. As stated in his article, there are some noticeable differences between BK3 and the American version, Streets of Rage 3. First of all, it seems as though the bigwigs at Sega of America didn't take too kindly to the first mid-level boss in BK3. This sweet fella who danced merrily across the screen (pointed toes and all) was one of the, shall we say, interesting things about the Japanese version. You would think that SOA would redraw the character or make other adjustments, but they simply deleted him entirely. Secondly, like many Japanese games that

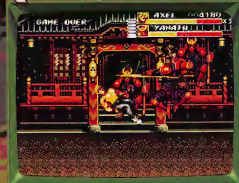




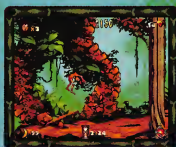
are brought to America, the characters in the game have been altered. Axel now wears a yellow shirt, rather than a cool white one, and Blaze's red mini is now a pale gray... yuk. The awesome babes with the leather mini's and bikini tops now wear Levi's and Guess sweaters. (Kind of like putting Cammy in bell-bottoms, if you know what I mean.) Don't get me wrong, SOR3 is just as addictive and fun to play as its predecessors. My point is, if you've already got an awesome game, let it fly. Sega has taken a great game and made it good. SOR3 has superb character animation, loads of phenomenal moves and the usually impressive graphics that Streets of Rage games have become synonymous with. However, the music may be questionable to some.



Yuzo Koshiro has been known for his cutting edge techno game music for some time now. As odd as it may seem, the music that Yuzo has created here is nothing like what you've heard before (or may want to hear), but it totally sets the mood for each level with pinpoint perfection. SOR3 is a classic sequel and would be considered a great addition to any video game collection (if you're 8-13). My plea goes out to the decision makers at Sega though - since you were the pioneers of the video game rating system, why don't you put it to some good use! A meaty version for the rest of us would be greatly appreciated. - Joe D



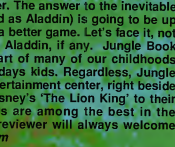
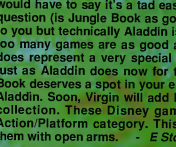
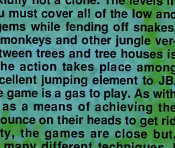
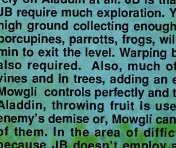
The Jungle Book

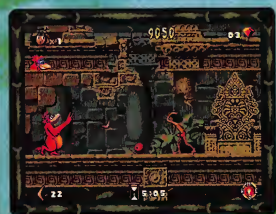


Not so long ago, the gaming community's attention focused on a new breed of Action/Platform game; Disney/Virgin/Sega's Aladdin. At that time, new standards were set in animation. Although the entire team responsible for Aladdin did a magnificent job, the star of the show was, without a doubt, programmer David Perry. Soon after Aladdin wrapped, Dave, seeking more creative freedom, left Virgin and founded Shiny entertainment, leaving behind bits and pieces of the game he began before Aladdin...Jungle Book. Could Virgin



repeat the Aladdin magic with the absence of their star programmer? That is what we are here to find out. To say that Jungle Book is Aladdinish would be an understatement. Much of the graphic frills (such as powdery explosions and comic book intermissions) are exact. These similarities are welcome and give Jungle Book that trademark Disney/Virgin edge that the rest of the game, The levels and goals themselves in JB do not rely on Aladdin at all. JB is thankfully not a clone. The levels in JB require much exploration. You must cover all of the low and high ground collecting enough gems while fending off snakes, porcupines, parrots, frogs, wild monkeys and other jungle vermin to exit the level. Warping between trees and tree houses is also required. Also, much of the action takes place among vines and in trees, adding an excellent jumping element to JB. Mowgli controls perfectly and the game is a gas to play. As with Aladdin, throwing fruit is used as a means of achieving the enemy's demise or, Mowgli can bounce on their heads to get rid of them. In the area of difficulty, the games are close but, because JB doesn't employ as many different techniques, I would have to say it's a tad easier. The answer to the inevitable question (is Jungle Book as good as Aladdin) is going to be up to you but technically Aladdin is a better game. Let's face it, not too many games are as good as Aladdin, if any. Jungle Book does represent a very special part of many of our childhoods just as Aladdin does now for today's kids. Regardless, Jungle Book deserves a spot in your entertainment center, right beside Aladdin. Soon, Virgin will add Disney's 'The Lion King' to their collection. These Disney games are among the best in the Action/Platform category. This reviewer will always welcome them with open arms. - E Storm







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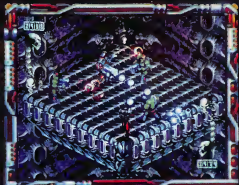
Rocky Racers

The more I see of this new batch of CORE games the more I am convinced that these guys are one of a handful of the worlds top developers. CORE isn't working magic with 3DO or PC or 32X. They're doing this with the Sega CD—a machine that until now has produced little that lives up to its hype. Chuck Rally is far and away the best 16 bit driving/racing game of all time. Battlecorps is the ultimate attack suit simulation and Soulstar is the only true 3D shooter the Sega CD has ever produced. All three of these games are coming soon and are worth more than what we will eventually pay for them.

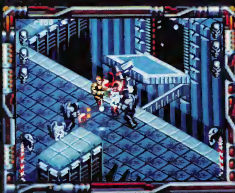
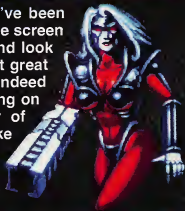




SKELETON KREW



That's the way it should be. THESE ARE CD TITLES! Not cartridge games with cheapy animation or FMV. Speaking of cartridge games, Skeleton Krew is the isometric answer we've been waiting for. CORE has found a way to jam the screen with sprites with no slow down or flicker-and look at those graphics! Thank's to CORE the last great year for 16 bit is going to be a great one indeed and, these games are reason enough to hang on to your 16 bitters for years to come. All four of these games will be available soon, so make sure to set enough cash aside when the time comes. All four of these games are must buys. As usual, we'll have more as it develops. - E. Storm



SOUL STAR



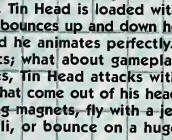
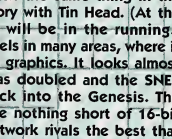
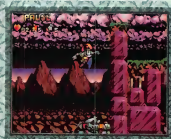
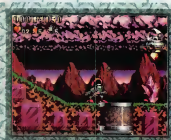
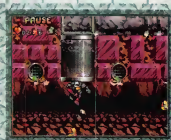
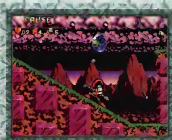
Battle Corps

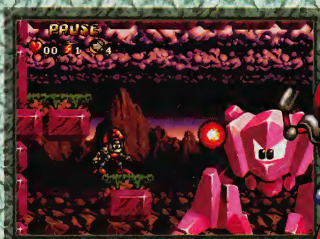




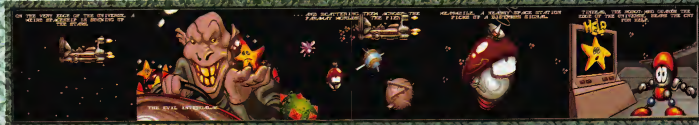
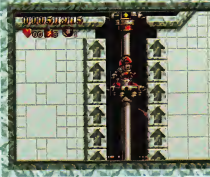
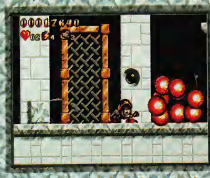
Last year, Spectrum HoloByte released one of the best overhead action games ever for the Genesis: *Soldiers of Fortune*. It blew the SNES version away and earned Sega's third party Game

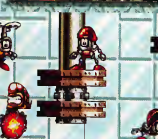
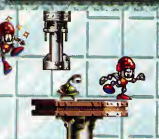
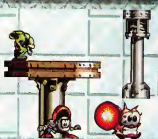
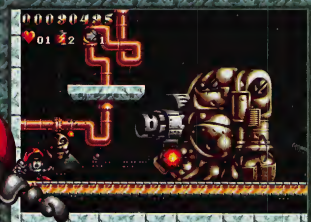
of the Year award. Now, less than one year later, S-H may just accomplish the same thing in the action platform category with *Tin Head*. (At the very least, this game will be in the running.) Although *Tin Head* excels in many areas, where it really shocks is in the graphics. It looks almost as if the resolution has doubled and the SNES color palette has snuck into the Genesis. The detail and textures are nothing short of 16-bit perfection, and the artwork rivals the best that 16-bit has to offer. This is a great new game with a great new character. *Tin Head* is loaded with personality - when he bounces up and down he actually squeaks! (And he animates perfectly.) So, we've got graphics; what about gameplay and music? No worries, *Tin Head* attacks with three different shots that come out of his head and he can glide along magnets, fly with a jet pack, hover like a heli, or bounce on a huge





tether ball - play mechanics are standard equipment. Don't worry about the tunes either, you'll be pleasantly surprised. Hey! This is only a preview! What are you doing, giving the whole game away.... You're like a crazy person. Is that Kevin Meaney? Hey get out of my article. You could take your eye out! See ya' next month with lots more Tin Head! - E. Storm





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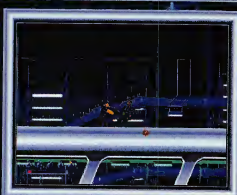
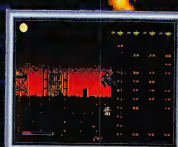
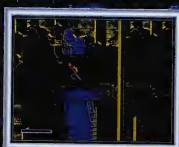
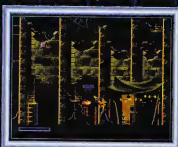
Takara game support is now available in the Video Game Publishers Forum on CompuServe. Type "GO TAKARA" to access this area 24 hours a day.



DEMOLITION MAN



Question: How often does a good Sci-Fi movie turn into a good game? Answer: Hardly ever. Your chances are about as good as catching Madonna on a good hair day. Could Demolition Man be such a rare occurrence? So far, this title is looking quite promising with convincing animation, great samples and unique gameplay. DM uses a little Terminator, mixed with a little Robocop vs. Terminator, with just a hint of Flashback added in. This trio of stylish ingredients could add up to a game that evokes many "Joy, joy" feelings. Problem is, all of the murder/death/kills. Will Sega spare yet another potential brawl fest, or will they make Virgin neuter it like their own Streets of Rage 2... The Happy Crappy Edition? Find out this summer. I wouldn't mind throwing a couple censors into the old cryo prison, if you know what I mean. - *E Storm*





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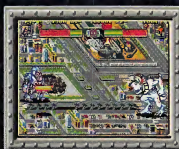
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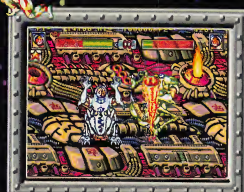
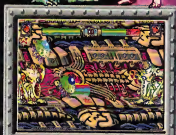
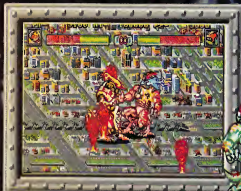
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KING OF THE MONSTERS 2



Back in issue 5, we at GameFan gave our SNES fans a look inside Takara's Neo-Geo arcade translation: King of the Monsters 2. Takara has a history of making solid games for both the SNES and the Genesis. One of their more impressive 16-bit Sega games so far has been Fatal Fury 2; so I couldn't wait to see what the big "T" was going to do with the Genesis version of King of the Monsters 2. Since this is an unfinished version of KOTM2, I will only give you a general overview of this game, and will save the details for the upcoming KOTM2 review. Well now that we've gotten our GameFan review/preview disclaimer out of the way, let's segue on to the game at hand, shall we? The first thing that caught me off guard was that the 1-2 player story mode was nowhere to be found, and only the "Versus" mode remained. Before you wrongly assume that this takes anything away from the game, let me explain a few things to you. First of all, the one-on-one fighting mode is one of the best features of KOTM2. Let's face it, after you beat the story mode a couple of times, you'll start looking for something with a little more diversity in it. Exit stage right and enter the "vs." mode, where it seems as if Takara has taken the direct approach with this 16-meg Sega version. You also have the advantage of playing all the bosses, which I find to be a very cool feature indeed. Next month, we will give you a more in-depth look at KOTM2. Until then, all you can do is sit back, relax and let GameFan do their thing. - K. Lee



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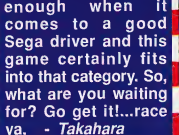
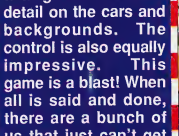
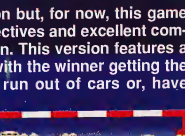
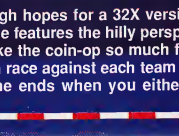
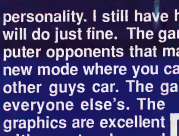
OutRunners



To my surprise, Outrunners has arrived in the states before Japan! Not so much as a screen shot had appeared here, and then...presto! Data East sends Sega driving fanatics an unexpected 16 meg gift. If you've played Outrunners in the arcade I don't need to tell you how cool of a twist it is on the Outrun series of driving games. From the cars to the characters, it's a big

improvement on a tried and true theme. Race against the clock or a friend across country, up and down hills, through countless terrain and weather conditions, all to great Sega driving tunes that you can change on the fly! Of course, this version doesn't include the huge scaling sprites or changing viewpoints found in the coin-op, but it does include the fun and





personality. I still have high hopes for a 32X version but, for now, this game will do just fine. The game features the hilly perspectives and excellent computer opponents that make the coin-op so much fun. This version features a new mode where you can race against each team with the winner getting the other guys car. The game ends when you either run out of cars or, have everyone else's. The graphics are excellent with great color and detail on the cars and backgrounds. The control is also equally impressive. This game is a blast! When all is said and done, there are a bunch of us that just can't get enough when it comes to a good Sega driver and this game certainly fits into that category. So, what are you waiting for? Go get it...race ya. - Takahara

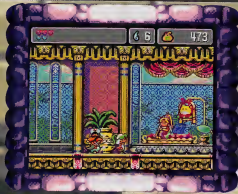
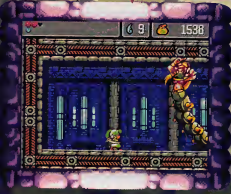


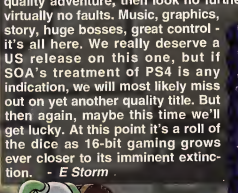
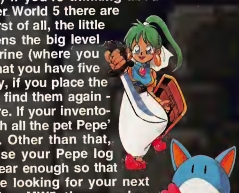
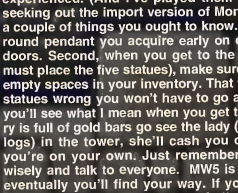


MONSTER WORLD IV MW IV



Here in the States, great RPGs are as scarce as honest politicians. Meanwhile back in Japan, the latest Monster World adventure is keeping Mega Drive players glued to their screens playing one of the best action/RPGs of the last decade. What's wrong with this picture? I have neither seen or heard anything about MW5 coming out here... bummer. Not since Link or Landstalker have I become so involved in an adventure as I did in Monster World 5. Those of you who enjoyed MW4 will really appreciate this game. Knowing how good of a game MW4 was, imagine one that is at least twice as good and twice as long, perhaps the most likable new feature in Monster World is our hero's new found friend, the Pepe log. (Known around GameFan as the coolie loach.) Once you find your little Pepe' log, he becomes a brilliant (and very fun) tool. You can use him (it?) to perform many tasks, such as: floating, high jumping, finding doors or clearing a path or obstruction. Each time you clear a level you can visit a magic garden, shake the Pepe' tree and feed your little buddy. Each time he eats, he grows stronger and fatter - until you can barely lift him. Pepe' logs are great pets. MW5 blends action and role playing splendidly with a great story, highly detailed graphics, and some of the best action platform levels you've ever played. The game lasts days and never gets boring. In fact, I found MW5 one of the most playable and thoroughly enjoyable action/RPGs I have ever

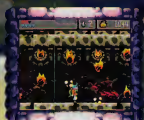




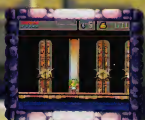
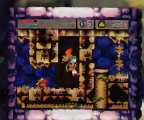
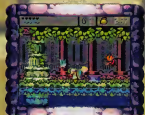
experienced. (And I've played them all.) If you're thinking about seeking out the import version of *Monster World 5* there are a couple of things you ought to know. First of all, the little round pendant you acquire early on opens the big level doors. Second, when you get to the shrine (where you must place the five statues), make sure that you have five empty spaces in your inventory. That way, if you place the statues wrong you won't have to go and find them again - you'll see what I mean when you get there. If your inventory is full of gold bars go see the lady (with all the pet Pepe logs) in the tower, she'll cash you out. Other than that, you're on your own. Just remember, use your Pepe log wisely and talk to everyone. *MW5* is linear enough so that eventually you'll find your way. If you're looking for your next quality adventure, then look no further than *MW5*, the game has virtually no faults. Music, graphics, story, huge bosses, great control - it's all here. We really deserve a US release on this one, but if *SOA's* treatment of *PS4* is any indication, we will most likely miss out on yet another quality title. But then again, maybe this time we'll get lucky. At this point it's a roll of the dice as 16-bit gaming grows ever closer to its imminent extinction.

- E Storm

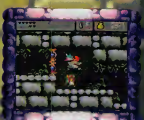
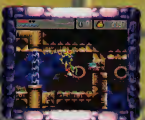
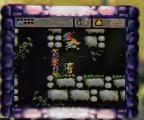
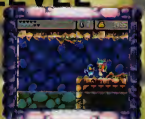
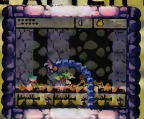




EXPLORE

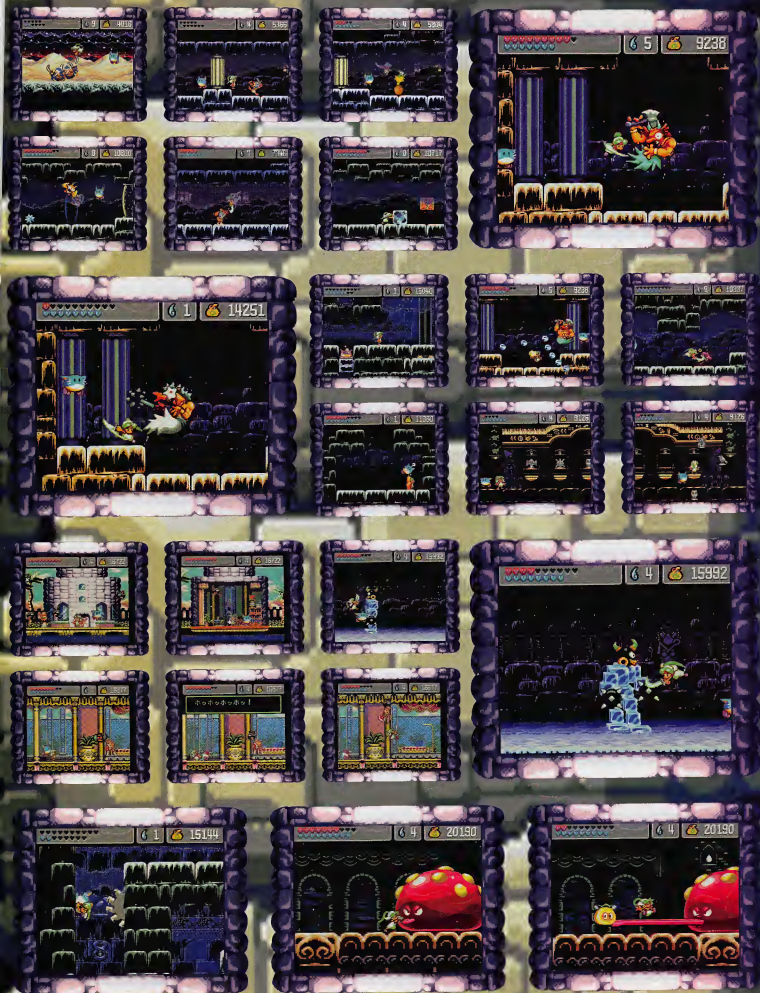


LEVEL AFTER LEVEL



OF MONSTEROUS CAVERNS!







TAKE A RUG RIDE!



AMAZING ANIMATED BACKGROUNDS!



SCALING ON THE MEGA-DRIVE?



DID ASHA GET SMALLER OR DID THE LEVEL GET BIGGER?





SEGA PREVIEWS

We're not worthy!, we're not worthy! Konami's premiere programmers are working on the 16meg Contra-Hard Corps for the Genesis! Due out this September and featuring 4 characters to choose from, I guarantee that this will be an incredible game. Now all we have to do is wait. If they announce Castlevania for the 32X next, you'll need smelling salts to get me of the floor! Sparkster is also returning this September!



Animaniacs is based on the number one animated show. You take control of either the Warner Bros. or Warners Sisters to help them evade the studio guards on the Warner Bros. lot. Meet all of the Animaniac characters along the way. It's Konami, it'll be great. Animaniacs is due out this November.



Designed by the same programmers responsible for Cyborg Justice, Playmate's Exo Squad is nearing completion. Look for a preview coming soon.



OK, now I like sports games! When Konami released Tiny Toons Genesis I was amazed that they could make such a great game with only 4 meg. Imagine how good this 16meg sports game will be! Acme All Stars features Basketball and Soccer! Move over Jam?

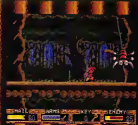
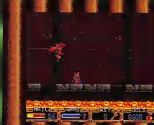
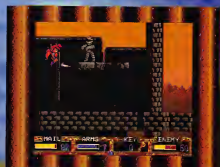


The Sega version of Beavis and Butt-Head is going to be awesome! Burping and farting ("Fartknocker") included! You're tickets to the Guar concert get shredded and it's a life or death battle to find the pieces before the jam. Experience the Turbo Mall, Highland High, Burger World and more. Thrill to 'sucks mode' for the first time in any game. This and more will be all ours this October! Did I mention the voice is perfect? Yeah, HuH-HuH.



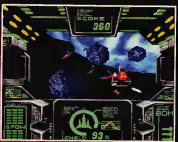
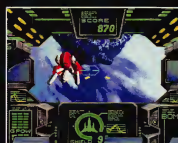
POPFUL MAIL

Now that the Mega CD seems to be on its last legs, here come the games we've been waiting for.... It figures. Popfulmail takes the side scrolling RPG to the next level with more of everything that we love about this great format. When you meet characters throughout the game, you converse in a REAL voice, and besides using the whole color palette throughout the entire game, there is great mid-level animation - and the adventure itself is super long (taking advantage of the CD's extra storage). Graphically, Popfulmail delivers some of the smoothest animation ever seen on a character this size along with breathtaking backgrounds that scroll everywhere. The music (this is Falcom of Y's fame) is perfect and the control is precise and totally user friendly. This is a near perfect action RPG. Will Popfulmail make its way to the





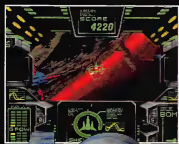
States? I wouldn't hold my breath. There's quite a bit of Japanese text and dialogue, and that deters most US developers. The only company currently doing well with such conversions is Working Designs. Who knows, just maybe they'll add this to their winning line-up. Games like Popfulmail are what is needed to keep the Sega CD alive. - *E. Storm*



AX

MD
MEGA DRIVE • REVOLUTION

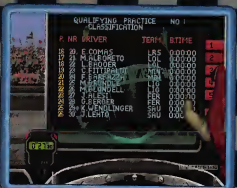
Back in Volume 1, Issue 10's Sega Previews, GameFan gave you a sneak peek at AX-101. At that time, this game looked to be a very promising first person shooter with some flashy, eye catching computer graphics and awesome looking cinemas. Since Silpheed gave us a taste (and what a taste it was) of polygon games on the Sega CD, you can just imagine the anticipation we've had for this game. Now that we actually have a playable copy of AX-101, we can give our long awaited impressions of it. Imagine Cobra Command play mechanics, with a dash of Silpheed graphics thrown in for good measure, and you've got a good idea of what AX-



101

101 is all about. Unfortunately for AX-101, the point-and-click style play mechanic (à la Tomcat Alley) becomes too monotonous and somewhat boring at times. The graphics on the other hand, while grainy, were very impressive, with plenty of full-motion polygons thrown in for good measure. If Silpheed would have had a first person perspective, it may have turned out something like this. The between level cinemas weren't as mind blowing as the big "S", but then again, what is? The point I'm trying to make here is that the Sega CD is capable of some truly impressive things, just witness what the programmers at Core are doing on this machine. But with the 32-bit Saturn on the horizon, point-and-click play mechanics and grainy full motion video just aren't going to cut it anymore. - Joe D





FORMULA ONE WORLD CHAMPIONSHIP 1998



HEAVENLY SYMPHONY

For months now, we've been looking at screen shots of what would seem to be the ultimate F1 racing game so far on any 16-bit format; Heavenly Symphony. Do those huge objects really scale smoothly? Is that full motion possible on the Mega CD? These have been the questions. The answers; yes and yes. And that's not all that HS does. This is a completely interactive and authentic racing season. Like the best sport simulations, this game features real drivers on real circuits competing in real seasons. From mechanics to managers, the Symphony has it all. Depending on whether you win or lose, qualify or don't qualify, the game takes over displaying actual FMV from the season in which you are participating in. Sega and Fuji television have done a splendid job. Although I found no flaws in the control, I did find it to have a major learning curve. The designers want you to drive like you would actually have to behind the wheel of such a lightweight and powerful machine. These are not 'arcade' controls but a very true replica of the actual F1 experience. all the way down to the engine noise. This is a true simulation. Depending on the team you're on and the car you're in, the engine noise will change accordingly, as will the power band and handling. Heavenly Symphony also has one of the most amazing CD soundtracks I have ever heard. Spend some time in the sound sampler! I guess the question is; why did Sega of Japan wait three years to finally make good use of their own hardware? This I do not know or understand. Just as we begin preparations for 32-bit gaming, they decide to make 16-bit CD gaming what they promised at the beginning. Albeit late, at least it's here. At the very least, games like Heavenly Symphony will cause many to hang on to their 16-biters long after 32-bit arrives. On the other hand, the fact remains; the next level of F1 racing games will, no doubt, make Heavenly Symphony look mild at best. As games like Daytona and Ridge Racer will hit our screens in the very near future and no doubt spoil us like never before. The plot thickens... - E. Storm

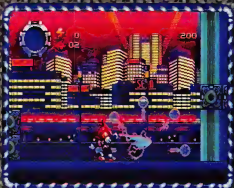
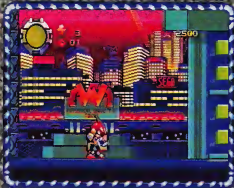


E-Storm's Import Update

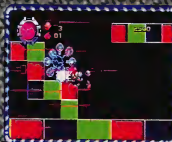
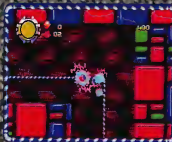


MD
Mega Drive - Genesis

Pulse Man



When Kei returned from Japan I couldn't help but notice a Hi-8 video tape sticking out of his back pack. I quickly loaded it up and wala! There was Spark, actually, Pulse Man. The name has been changed because Sparkster (of Konami fame) got a little ticked. This game looks great! Pulse man is all about electricity. He uses it to jump, conduct on power lines and shoot. The backgrounds are equally impressive with color cycling and three layers of scrolling. Look for a review on Pulse Man coming soon!



Gunstar for Game Gear!



Good news for Game Gear owners! Gunstar Heroes is on the way! This June, GameFan's game of the year for 1993 will make it's 8bit debut. A U.S. release is of course imminent.

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



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SEGA CD

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IT'S A ROUGH WORLD...



Super NES® screens shown. Other systems' screens may vary.



...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles, swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With **SUPER BATTLETANK 2™** for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laser-guided shells, and re-live your victories with awesome full-motion video

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PLANET SNES



AVAILABLE AUGUST • 1-2 PLAYER • FIGHTING • 24MEG • TRADEWEST • SNES

DOUBLE DRAGON



Billy and Jimmy Lee must subscribe to Longevity Magazine. Either that or they sleep **over** at MJ's house all the time, because these guys have been **hanging** around game consoles as far back as I can remember - and they still command a loyal following. Double Dragon is sort of the Street Fighter of action arcade games. Like SF2, Double Dragon will probably never die. To make sure of this, Tradewest has added a new twist to this 5th sequel.... DD5 is one on one fighting! Those of you who wake with the Rising Sun will know the cast





from the DD cartoons. Others will recognize them by the line of new action figures. Either way, as an interlude to the next, or a prelude to the last, this scenario of two brothers battling the forces of evil works well. As you can see, the characters are huge and detailed and each has a unique style and assortment of special moves; they're not clones of other fighters. The villain in this 5th installment is the Shadow, and there are two roads that lead to his dojo: tournament and quest. There are also battle, demo and "vs." modes. Double Dragon 5 is heading your way this summer on the SNES and then soon after on the Genesis and (drum roll, please) the Jaguar! We'll bring you constant updates as they develop, followed by three combo crunching reviews. Stay tuned. - E Storm



| JIMMY LEE | BILLY LEE | JANBREAKER | ICEPICK | RONES |
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| SICKLE | BLADE | TRIGGER HAPPY | COUNTDOWN | SEKKA |
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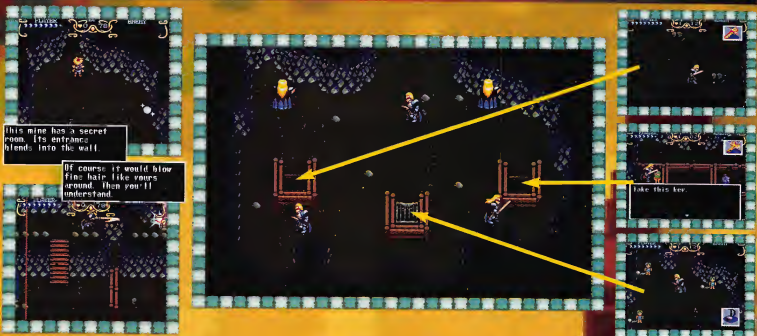
Illusion of GAIA

First there was Zelda, then there was Secret of Mana, now GameFan is proud to bring you a strategy guide on yet another awesome Action/RPG, Illusion of Gaia! Sadly, this is an overlooked genre, but you can be assured that when a good one comes out, it's well worth the wait. Now on with the show. After thousands of years have passed, mankind has evolved into the Age of Exploration. You play the role of Tim, a boy of unusual power born into this particular era. While on an expedition to the Tower of Babel with your father, you are faced with a tragedy. All the members of your party become lost in the ruins, with only you able to escape and return home to South Cape. Once home, you discover that you were changed and the hidden power within you has been awakened. You hope that your newly found talents will assist you in the quest for finding your father and the other lost members in your party. You must explore the puzzling Inca City, the mysterious Angkor Wat, the dreadful Tower of Babel and many more places, ultimately trying to find the six Mystic Dolls. RPGs are sometimes considered to be lagging in the area of graphics but that doesn't apply here. Gaia puts the SNES's color palette to good use with well shaded characters and detailed backgrounds. Like too many Action/RPGs on the SNES, Gaia delivers an excellent soundtrack and a long, action filled quest - plus it remains addictive from beginning to end. Part 2 of our Gaia strategy will be coming your way next month. - Joe D

INCA RUINS

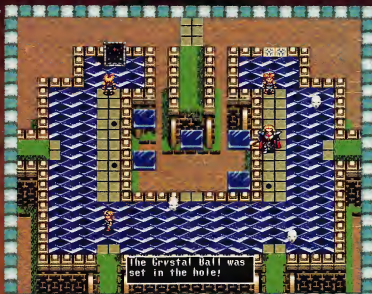


DIAMOND MINE



SKY GARDEN

You found the Crystal Ball!



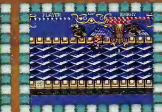
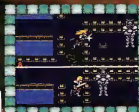
The Crystal Ball was set in the hole!



Um, Of course! At the joint of its left foot!



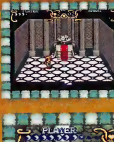
When you step on this tile it makes a sound.



THE LAND OF MU



Hope Statues

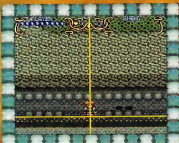


Psycho Slider can now be used!



Kanta Statues

X MARKS THE SPOT!



First defuse the bomb! Hurry! Hurry!

Pull this bumper to here, in order to climb this ramp



You found Rama's Statue!

COLLECT ALL SIX MYSTIC DOLLS



This is the King. The Mystic Doll is in this box.

1



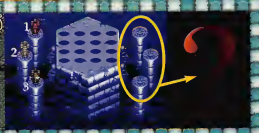
Defeating the huge bird, the body gives you a Mystic Doll!?

2



I am Rama, king of Mu. My body passed on long ago, but my spirit lives on.

3





BREATH OF FIRE

The adventure begins when you are awoken from a sound of slumber, only to discover that your village is under siege. The Dark Dragons have come to exterminate your clan, the Light Dragons. Alone, and almost defenseless, you begin to explore your world. Dark Dragons seem to be everywhere! As you prove yourself in battle, you begin to understand the urgency of your task.

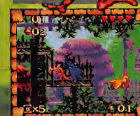
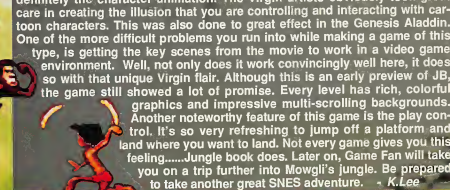
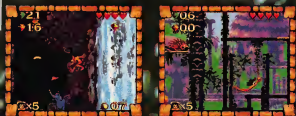
Dark Dragons seem to control everything. What hideous force enslaves and empowers them?

You will meet incredible characters as you make your way through deserts, forests, castles, bazaars, magical towers, oceans and more. You will even gain the power to reverse day and night! But there will be others even more powerful than you. You must revive the lost magic of the Light Dragons. Only then will you be able to call upon the combined powers of your clan to defeat your enemies. Thank goodness you have a few good friends! Yes, it's Square's 'Breath of Fire.' One of the finest RPGs ever made is heading our way this June.

Out of a long line of import RPGs that we hoped would make the trip overseas, Breath of Fire was among the most anticipated. We'll have an in depth review next month.

WALT DISNEY'S CLASSIC

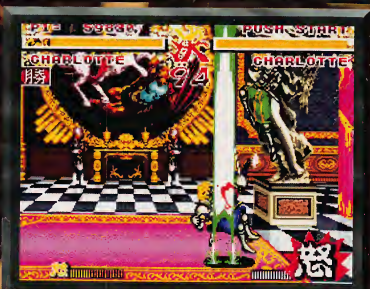
The Jungle Book

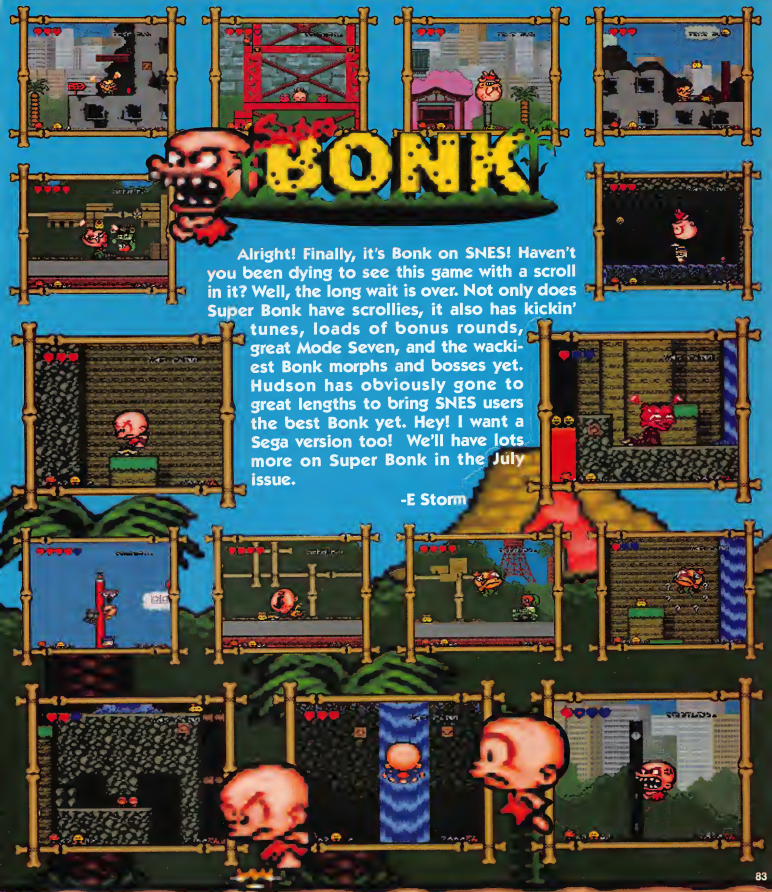


Virgin Interactive Entertainment is bringing the classic Walt Disney animated film, *The Jungle Book*, down from the big screen and into your 16-bit Nintendo. Due out this summer, *Jungle Book* has the potential to become another hit game from Virgin. One of the outstanding features of the game is definitely the character animation. The Virgin artists obviously took great care in creating the illusion that you are controlling and interacting with cartoon characters. This was also done to great effect in the *Genesis Aladdin*. One of the more difficult problems you run into while making a game of this type, is getting the key scenes from the movie to work in a video game environment. Well, not only does it work convincingly well here, it does so with that unique Virgin flair. Although this is an early preview of *JB*, the game still showed a lot of promise. Every level has rich, colorful graphics and impressive multi-scrolling backgrounds. Another noteworthy feature of this game is the play control. It's so very refreshing to jump off a platform and land where you want to land. Not every game gives you this feeling.....*Jungle Book* does. Later on, Game Fan will take you on a trip further into Mowgli's jungle. Be prepared to take another great SNES adventure. - K. Lee



One of the greatest and most successful fighting games of all time is arriving on the SNES/SFC in time for the 1994 Christmas selling season. It's Samurai Shodown, it's made by Takara, and it looks like it's going to be awesome. SS will be Takara's first 32-meg game, and will be followed by the equally impressive, 32-meg Fatal Fury Special, in early '95. Shown here are some shots of an early version. These are actual shots from the SNES Samurai Shodown, not the Neo-Geo version, you may at first assume them to be. We look forward to bringing you additional coverage on Samurai in a later issue of Game Fan. - K.LEE



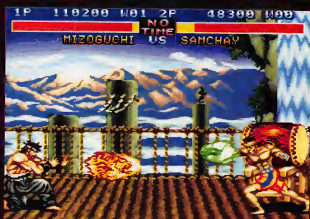


Alright! Finally, it's Bonk on SNES! Haven't you been dying to see this game with a scroll in it? Well, the long wait is over. Not only does Super Bonk have scrollies, it also has kickin' tunes, loads of bonus rounds, great Mode Seven, and the wackiest Bonk morphs and bosses yet. Hudson has obviously gone to great lengths to bring SNES users the best Bonk yet. Hey! I want a Sega version too! We'll have lots more on Super Bonk in the July issue.

-E Storm



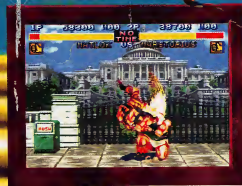
One of the more popular coin-op fighting games of 1993 was Data East's *Fighters History*. *Fighters History* was specifically targeted and designed to be among the games on the top ten arcade charts. For a while, it succeeded. Any arcade gamer that got an opportunity to see this one-on-one beat-em-up, just had to give it a try. When they did try it, many voiced a need for a home version. Well, Data East must have excellent hearing, because they're bringing us a 20-meg version of *Fighters History* for the 16-bit Nintendo. While many consider FH to be lacking in the area of originality, it also has many merits in its favor. First of all, this is a six button game. Although all those buttons may seem confusing at first to the novice gamer, with them you get an added feeling of control. Another by-product of having all those buttons was that the expert gamers (our readers) found it to be a snap, for they had grown comfortable to games with 6 buttons in them. Another great feature about *Fighters History* is the play control and the multi-hit combos that seem to instinctively flow out of it. There are three different play modes in *Fighters History* for the SNES. In the CPU Battle mode, one player can

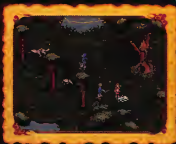




play a computer controlled character and a second player can join in at any time. In the "Versus" mode you can only fight against another player, not against the computer - plus you get to pick any background stage you wish to fight on, even the boss stages. The Survival mode is an interesting way of playing Fighters History. In it, you can choose to fight either against the computer or another player (like the CPU Battle mode) and you can also pick whatever background stage you want (similar to the "Versus" mode). To play the Survival game, you pick 5 different characters. Then you play to a best of 5 round elimination. Lose a round and you have to play the next character in your selection. Win and you get to fight the next round as that character. On the option screen, you can select the difficulty, turn the time limit on or off, and choose either normal or fast game speed. Since we have only a 90% complete ROM of FH, we can only preview this game. Look for a full blown review in next month's GameFan.

- K. Lee

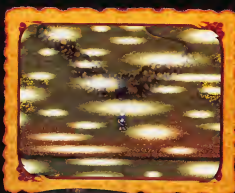


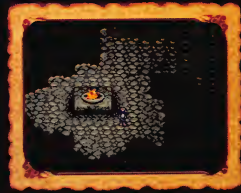
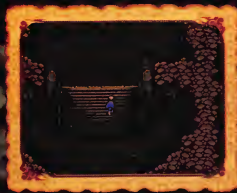
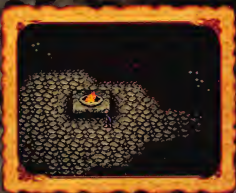


The Lord of the Rings

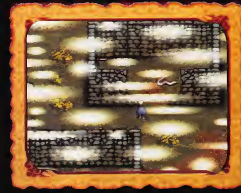
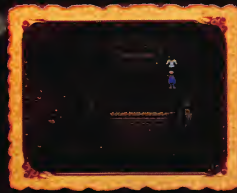
Interplay, the creators of landmark games such as Rock n' Roll Racing and Clayfighters, are now about to unleash the famous J.R.R. Tolkien fable, Lord of the Rings for the SNES. This 8-meg Action/Role Playing Game was two years in the making, and anybody familiar with The Lord of the Rings story should be familiar with this medieval-styled game. For those of you who are unfamiliar with the story, let's take a refresher class! The 19 Rings of Power came into being during the first years of the Second Age. There were nine made for mortal men, seven for the dwarf lords and three for the elf kings.

Then, the evil Lord Sauron constructed a "Master Ring", which had the ability to control all of the other rings. Once he obtained this power, he seized control of Middle Earth. It then seemed as if Sauron's evil reign would remain unthwarted. The valiant Prince Isildur overthrew the efforts of Sauron but failed to destroy the Ring. The reunion of the Ring and its evil master seemed destined to occur as the Ring was passed on from owner to owner - each step drawing it closer to the dark lord. After lying at the bottom of the Anduin river, the Ring's power had grown. Once found, the evil power within the ring would draw forth an equal evil from





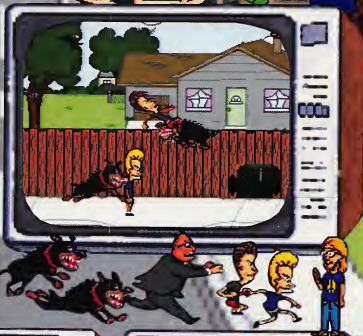
whoever possessed it. After being found by the hobbit Smeagol, Bilbo Baggins was the next to possess the mighty ring. On Bilbo's 111th birthday, he decided to set out on a long journey and was convinced by the powerful wizard Gandalf to pass the Ring on to his nephew, Frodo. Now, you play the role of Frodo, and set out on your way to carry the Ring safely to Rivendell where the Council of Elrond will decide the Ring's fate. You will go along the countryside collecting items and killing enemies while trying to get other members to join your party and help in the long quest that lies ahead. Lord of the Rings features rotoscoped graphics and very cool music. These features set it apart from the run of the mill action/RPG games on the market today. Be sure to look for more on LOTR in a future issue of GameFan. - Joe D



BEAVIS AND BUTT-HEAD



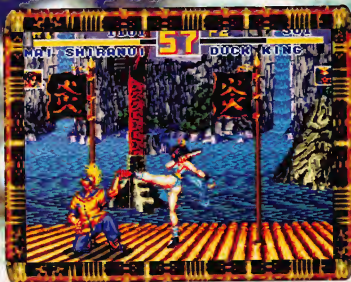
Hey, it's the nineties, it's cool to be stupid and rebellious! So much in fact, that if Beavis and Butt-head really existed and they ran on the Presidential ticket, they just might win! What's even scarier is that things would probably improve, "Hey Butt-head, HEH-HEH, wouldn't it be cool if like, instead of wars, we just had like...fart battles". Well fortunately, Beavis and Butt-head aren't real. But having them on your SNES might just be the next best thing. Yes, now you and a friend can trash the living room playing Beavis and Butt-head all night long! Aren't you happy! Viacom New Media is getting ready to drop mass hysteria right into the privacy of your own home. The SNES version of Beavis and Butt-head is all action. It's too early to go into detail, but the game is looking a lot like the cartoon, and that's good...isn't it? More soon. - Mr. Goo





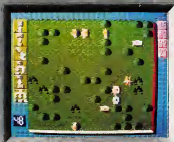
Back in our December issue, we provided coverage of the 20-meg Fatal Fury 2. At that time, we reckoned Takara had programmed a perfect version of FF2. Then, in our May issue we again covered Fatal Fury 2, only this time it was the 24-meg Genesis version. O.K O.K., we said, "this is for sure the perfect 16-bit version of Fatal Fury 2, and we mean it this time". Well, it seems as if Takara takes pleasure in seeing GameFan eating our words because they will unleash their monster 32-meg Fatal Fury 2 Special on the 16-bit Nintendo, later this year. I assure you, even in its present early state, FF2 Special blows away all previous versions of FF2. Between this game and Samurai Shodown, Takara is proving themselves to be one of the best 3rd party developers. Hats off guys. - K.Lee

FATAL FURY SPECIAL



SNES PREVIEWS

Strategy gamers will get a taste of World War II in Koei's operation Europe. Kel will bring you the review on this one, next month.



Titus' Prehistorik Man promises to be one of the best action/platform games of '94 for the SNES. More next month...



Wa, wa, Wild and Wacky Sports feature a hang gliding Dizzy and a bungee jumping Buster Bunny. Tiny Toons Adventure: Wild and Wacky Sports is 8meg, Action/Sports and heading our way, November.

Look! up in the sky! It's a Hedgehog, no, it's a plumber! No, it's an o'possum! Sparkster has a new look, new techniques, and all new enemies. SNES, October...be there!

You've seen the cartoon and the action figures, now play the game. Biker Mice From Mars are getting ready to Rock 'n Ride all over your SNES. This game looks extremely promising. The isometric viewpoint gets the Konami treatment! Look for the radical rodents around November.



Fans of Desert Strike can start looking forward to Seta's Air Strike Patrol. Sgt. Gamer will have a booming review next issue.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



ULTIMATE FIGHTER



SNES-USA

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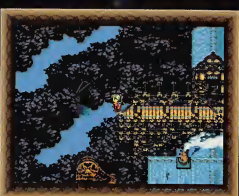
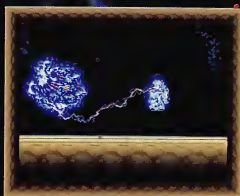
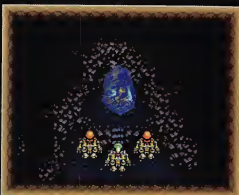
FINAL FANTASY VI

E. STORM
SF
SUPER FANTASY
SUPER FANTASY PROBLEM



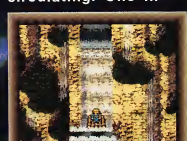
Every once in a while (3 or 4 times a year if we're lucky) there comes a game that rewrites the standards of its genre - a game of unquestionable excellence. A game that is instantly regarded as classic. As soon as you start playing a game of this caliber, you begin to wonder if you'll ever be able to play a game that was merely "fantastic" ever again. Simply put, it spoils you for anything else. One such game is Super Metroid. Metroid embodies plenty of the magic that attracted us to start playing video games in the first place. For now, SM is the benchmark for action games on the SNES. In the RPG category, everything in the Final Fantasy series are traditionally the ones that all others are judged against. The latest gift to the

gaming world comes from this series - Final Fantasy 6. I kneel in reverence to the brilliance shown by the programmers at Square, programmers who have shattered the preconceptions of what can and cannot be done on the 16-bit Nintendo. This is the first SNES game to use 256 on-screen colors. To say that FF6 has the best graphics I have ever seen





on the Super NES/SFC is an understatement. You will simply see things that you have never seen before on this system, nor thought possible in an RPG. The music and sound in this game is also unbelievable. Everything is just above and beyond what is expected from games of this type. As expected, the story is just one of the things that has intrigued us so greatly in FF6. Many millennia ago, there was a war of unimaginable power that upset the balance of the world. It was a war fought between the Espers, powerful beings that were imbued with awesome magical abilities. In their anger, they reduced the world's surface to a smoldering, destroyed state. Unable to stop what they had started, the Espers' anger culminated in the extermination of their kind, as well as most of humanity. Magic disappeared from the world. Now, eons have passed. The world's survivors have rediscovered iron, gunpowder and steam engines. By using all their resources, the people rebuilt their world back into a land where tales of the destructive Espers existed only in legends. That is... until word is received that an Esper, frozen solid since the time of the Great Magi wars, has been discovered. Soon, reports of magical attacks start circulating. One in





particular, tells of a mysterious woman who destroyed 50 armored warriors in just a few minutes. Moreover, Imperial Commandos have been launching raids using magic powered weapons. Because of these facts, it now seems obvious that magic didn't die a permanent death, and the Espers were not only the substance of dreams and legends. It is now the destiny of a chosen few to discover who or what is behind the rediscovery and deployment of this legendary power. Is that a cool story or what? When the SNES version of this game (FF3) is released in Autumn '94, RPG gamers will know what a great game is really about. K.LEE will be standing in line with you, waiting to purchase my little slice of SNES heaven. - K. Lee





PLAYED FIRST
GAME OF
EQUINOX.



AFTER YEARS
OF PRACTICE,
STILL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN BLOBS
IN THE FIFTH
DUNGEON.



HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPRESS.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEDAY
COMPLETE
YOUR QUEST
AS YOU
BEQUEATH
YOUR JOYSTICK
TO YOUR
GRANDSON.



WELCOME TO THE 7 DUNGEONS OF
GALCONOVIA, AN UNDERGROUND WORLD
FULL OF GHOSTS, BATS, GLOBS, AND EVIL
WOMEN. THEY ALL WANT TO KILL YOU,
BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHAGAN
WILL SPAN OVER 450 SECRET
CHAMBERS. WITHOUT YOUR MAGIC
ONIGER, IT WILL SPAN ABOUT
TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH
BOSS CHARACTER SONG SONG, YOU'VE
EARNED A STING FOR GLENDA'S
HAPPY. IT'S A SMALL REWARD, BUT AT
LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO GO BATTLE WITH
SONIA, THE EVIL EMPRESS. NOTHING CAN
STOP YOU NOW, EXCEPT THE GHOST BLOB
SUICKING BAT THAT WANTS TO GNAW ON
YOUR NECK. GOOD LUCK.



(sure, it's just a game.)





I consider shooting games one of the most underrated and overlooked genre of games around. For some strange reason, shooters (be they vertical or horizontal) are never big sellers, and because of this fact, it's becoming a special occasion whenever somebody releases one. Datam Polystar (the people who programmed Musya on the SNES/SFC) are bringing out Marchen Adventure Cotton 100% on the Japanese Super Famicom. To make things a little easier, I will refer to the game as Cotton from here on out. Don't confuse this game with the 3-D shooter, Panorama Cotton on the Mega Drive; it's closer in concept to the Cotton introduced on the P.C. Engine last year. In this side-scrolling shoot-em-up, you will go through seven stages in order to destroy the evil witch fairy. Along the way, you will collect power-ups, battle plenty of cute (but very detailed) enemies, destroy your mid-boss, kill the main boss, grab your tea and proceed to the next stage... pretty basic stuff. The sounds and voices have that high-pitched, Parodius-type feel to them that the Japanese seem to love, but which we in America sometimes find annoying. By far the most impressive aspect of Cotton has to be the graphics. Rich and colorful, the visuals show a great attention to detail on even the smallest, most minuscule of objects or characters. The only problem I have with this game is that it lacks some of the intensity that shooters need to keep you involved. We need more great shooters (or more shooters period), or we may be faced with the sad prospect of them becoming totally extinct. Do YOU want that to happen?... I for one, do not. - K. Lee



SF

E Storm's IMPORT UPDATE



WILDTRAX ワイルドドラックス

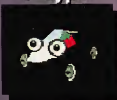


2WD

Coupe

4WD

F-Type



Next month Gamefan will preview the much anticipated Wildtrax, Nintendo's second SFX title which uses the final version of the FX chip.



Next month: Ramna 1/2 Part 3



Coming Soon: Natsume's, Wild Guns



HAD TO
MISS YOUR
GRANDFATHER'S
FUNERAL,
BUT YOU
FINALLY
CONQUERED
THE EVIL
EMPRESS.

HE WOULD
HAVE WANTED
IT THAT WAY.



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
— Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Permilia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Permilia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD.
LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



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You can't play without 'em.

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Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

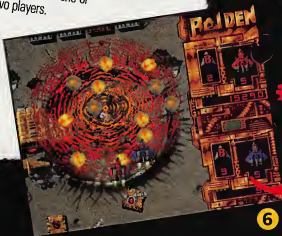
THE NAME IS
McFUR.
TREVOR McFUR.

**TREVOR McFUR IN THE
CRESCENT GALAXY™**

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



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INTERACTIVE MULTIMEDIA SYSTEM



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Those of you who are anxiously awaiting the arrival of Doom will get a taste of how fast and smooth 3D is on the Jag with Castle Wolfenstein 3D. The game moves along ultra-smooth at 30 frames per second...until you hit turbo mode for an amazing 60. But that's not the only thing better about this Jag version. The resolution is amazing! Even up-close the sprites are totally detailed. The sound effects are equally impressive with voices shooting out from your left and right. To put it bluntly, Wolfenstein 3D doesn't get any better than this. If this is your type of game, do not hesitate! - Takahara

Wolfenstein 3D





After playing Club Drive I can honestly say that this is going to be a very fun game. Ever play Hot Wheels? Well, how about controlling one in a virtual polygon environment with multiple viewpoints? Or, how about a race through the streets of San Francisco, or through an old Western town complete with twisting canyons? Race the computer, play tag with a friend, or try out the stunt track. Either way you're going to have big fun. Everything scales fast and smooth and the music bops along perfectly with the game. Club Drive should be one of the next Jag releases. Look for it late this summer!

- Takahara



REDLINE RACING



Redline Racing is now moving at around 25 frames per second and is looking quite promising. We still haven't seen any of the new tracks or rival sprites, but since it's from Rebellion, my guess is that they're pretty freakin' good. This game features some of the smoothest scaling I've ever seen in a polygon driver along with sharp color and amazing detail. Like Virtua Racing, the game Redline is patterned after, you can now switch viewpoints on the fly. Redline Racing is scheduled for a June release. Atari is committed to releasing five titles before the Summer CES, can they do it?...Yah, they'll do it. - Takahara

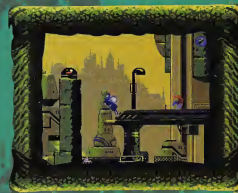




FLASHBACK



Out of the blue comes US Gold's award winning polygon action game for the Jaguar. You remember, the game you probably played for three days straight on your Genesis or SNES until finally beating it. Flashback! Rumors that had been floating around the industry are actually true. We're extremely excited to bring you a sneak peek at one of the biggest hits on 16-bit format ever! The version we received was a very early one and although it looks almost exactly like the Genesis version, it's obvious the "cleaning up" has begun. Our sources assure us that the finished Jag version will be faster, smoother, and much more polished. If Atari does half as good a job on Flashback as they did on Wolfenstein, I can hardly wait to see the finished product. I don't know about you, but I wouldn't object to buying two versions of the same game if the new one is significantly improved and on a 64-bit system. We'll have more on Flashback, in future issues. - Joe D



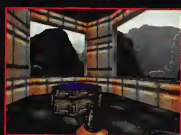
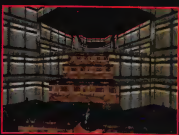
JAGUAR PREVIEWES



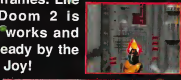
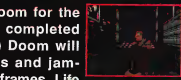
Double Dragon 5 is looking fierce on the Jag! Look at that color! A good fighting game for 16 bit will no doubt be a great one on the Jag. This is early stuff though. Look for DD5 around October.



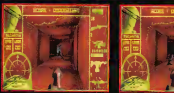
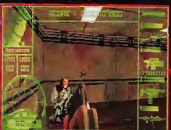
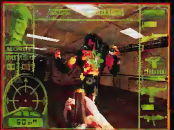
Yet another fighter using digitized characters and carnage galore, Ultra Vortex is under development. Look for it this Summer.



Yes! It's Doom for the Jag. When completed (this June) Doom will be high-res and jamming at 30 frames. Life is good! Doom 2 is also in the works and should be ready by the 4th quarter. Joy!



Look! New guns for the Colonial Marine. Our last excuse to show this game before it comes out. So release it already! No, really, AVP is in the final tweaking stages and should be out, real, real soon.



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and explosive new
graphics, we've even
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weather conditions that
will rock your living room.

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new video version of the
classic naval warfare strategy
game. But now, your battle
comes screaming to life on
your video screen. You'll
command entire fleets, hunt
down enemy ships on the

run and use a whole new
impressive array of weaponry
to defeat your enemy through
several different engagements.

Clear all decks! Super
Battleship is here now.
Get on board!



All new weapons and ships!



*Watch out or you'll end
up on the bottom!*

This Classic Naval Warfare Game Screams on Sega Genesis™ and Super NES®!

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SUPER BATTLESHIP™

**MINDSCAPE
FROM
THE SOFTWARE
TOOLWORKS**

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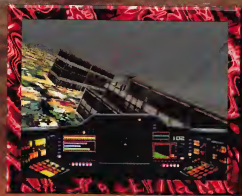
3D ZONE

3DO • EA • 3D SHOOTER • 1 PLAYER • AVAILABLE JUNE

SHOCK WAVE™ INVASION EARTH: 2019

Electronic Arts is about to give the 3DO a major shot in the arm, with their next two releases. In one you defend the earth, in the other you assault it. I'm talking about Shock Wave and Road Rash. In Shock Wave you'll find yourself defending ten cities against one nasty alien invasion. By mixing high quality FMV and computer graphics segues, with texture mapped 3D shooting, EA hopes to put you in the thick of things like never before. The visuals in Shock Wave are very impressive, with realistic combustion effects, detailed CG enemies, and extensive texture mapping. Everything moves fluidly and the control is finely tuned. This could easily be the best 3DO shooter yet. As soon as we receive a 100% version of Shock Wave, we'll bring you a sparkling GF review.

-Takahara





SUPER WING COMMANDER

You are the Confederation's hot-shot, rookie pilot and you are on a 72 mission quest to rid Vega Sector of the Kyrathi menace. These flying hair balls have been responsible for a long drawn out war with no end in sight. You must defend and escort Confederate ships, intercept, patrol and strike at Kyrathi forces and make sure that you come out of these battles alive. If you think you've played Wing Commander before, think again. Super Wing Commander for 3DO has arrived and you've never had a challenge quite like this. Origin Systems has taken their WC engine from the PC and transformed it for 3DO owners. This game takes the basic idea of Wing Commander and adds more animation, more speech and communication, fluid movement and an AI system for the Kyrathi that has to be played and played to be truly appreciated. Super Wing Commander is a rare game that will have you completely engrossed in its story telling and its ability to keep you involved in its combat scenarios. The game is very difficult and only those that struggle and persevere will taste victory in the many defensive and offensive missions that the designers have concocted for the 3DO version of the game. There



Pick a Destination



Send a message



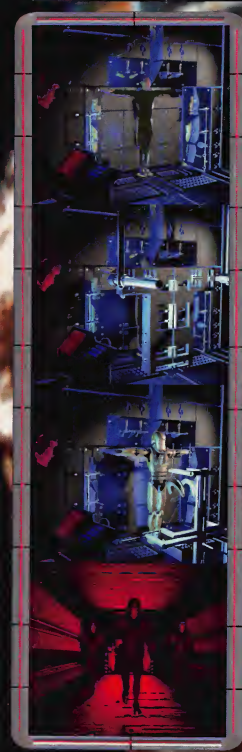
Ready your guns



Pick your missiles

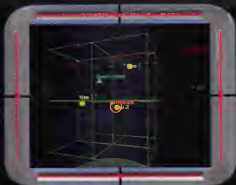
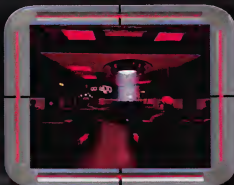


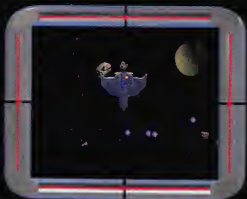
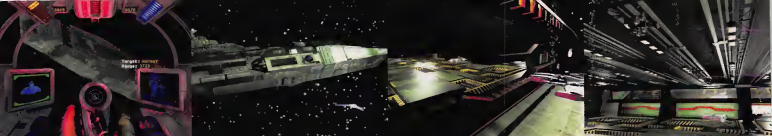
Pray you never need to use this!



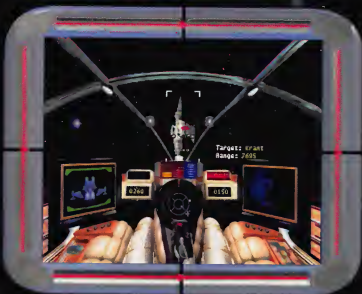


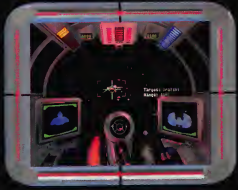
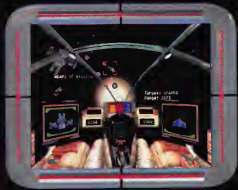
are three basic things that players need to do to guarantee maximum enjoyment of this game: 1. **READ THE MANUAL!** I know, I know...I don't read them either. But, the story is rich and deep and, because of the complex control system and the importance placed on communication between Confederate pilots, there are many pieces of information that you are going to need before you hit deep space. 2. **Protect your wing man.** If you lose him (or her), you are going to be in for a near impossible battle the next time around, as you fight solo. 3. **Make use of all 8 save game "bunks".** Sometimes, you will struggle through a mission and end up repeating it several times before finally beating the Klrathi back. But, you have lost your wing man. Because the battle has been so difficult, you want to save the game. Save it to a different bunk.





That way, if you don't have success flying solo, you can always go back to the point in time when your partner was still alive and fighting. The one word that I can use to describe what you will need to beat this game is 'dedication'. After purchasing Super Wing Commander, learn the controls, read the manual and get into the story. And, most importantly, stay focused! You will need to direct all of your attention to playing this game. Put all others on the back burner for a couple of weeks. If you're like me, E. Storm and a couple of other guys around the halls of GameFan, SWC will become a permanent part of your 3DO library. The beauty of this game is in the details. If you get to a point where you can begin to appreciate the tremendous depth in this game, then you are playing SWC like Chris Roberts and his team intended. So, roll out to your nearest retailer, plunk down the dough, dig into your favorite gaming chair and have at it. Remember; in space, no one can hear you hit 'continue'. - Talko





ATTACK THE ENEMY BASE AND AVENGE YOUR WINGMAN'S DEATH!



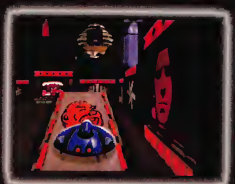
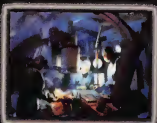
DEMOLITION MAN



MEGA RACE



MICROCOSM



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the most damage on your British counterpart, Thomas Gage and his army of Red Coats. You can also take control of the seas with your fleet or dispatch fire boats to wreak havoc on the British Navy. The smell of revolution is in the air!

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- ★ Use your Fleets to gain control of the seas
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- ★ Call on your advisor for words of wisdom

Super Nintendo Screens shown



Position your troops carefully on the battlefield



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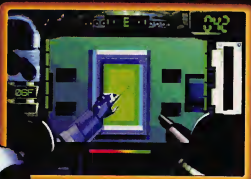
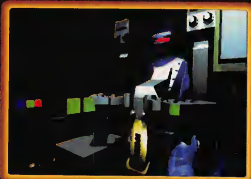
SUPER NINTENDO
Entertainment System



SEGA
GENESIS™

TETSUJIN

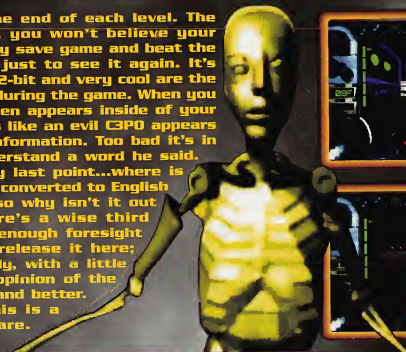
Tetsujin is the first import 3D RPG that I have played on 3DO. In some ways it is genius, in other ways it is flawed but, none-the-less, it is a great start. Tetsujin is made up of huge labyrinths inside of a hostile skyscraper; each 3-4 floors representing a level. You must first find your way to, and then defeat, the guardian in each area. As you progress, the labyrinths get more and more puzzling. To escape each area, you need to first find the map and then figure out how to get to and use the numerous elevators to proceed forward. Along the way, you'll encounter an assortment of unique robotic creatures that get bigger and tougher as the game progresses. Ammunition, shield energy and stronger weapons are spread throughout each level, along with docks where you can save your progress (stunning computer graphics included). Everything is masterfully placed in conjunction with the action. The one flaw lies in the movement as you make your way through the corridors. In less detailed areas, you move swiftly but, as more detail is added to the terrain (walls, floors and ceilings), the action slows down considerably and becomes quite 'framey'. This is most likely due to the programmers unfamiliarity with the development system, rather than hardware limitations. This flaw, given that the game is exceptional, is not that big of a deal. What has to be the best part of the game, and reason alone to play it, is the incredible computer

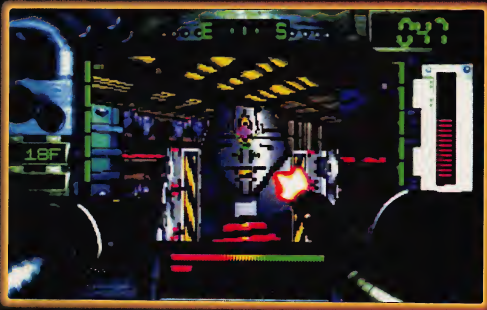




graphics display at the end of each level. The first time you see it, you won't believe your eyes. I went back to my save game and beat the boss two extra times just to see it again. It's that good. Also, very 32-bit and very cool are the messages you receive during the game. When you here the signal, a screen appears inside of your display and what looks like an evil C3PO appears to give you valuable information. Too bad it's in Japanese, I didn't understand a word he said. Which brings me to my last point...where is this game? It could be converted to English in less than a week, so why isn't it out here? Hopefully, there's a wise third party out there with enough foresight to grab Tetsujin and release it here; ASAP. Slowly but surely, with a little help from Japan, my opinion of the 3DO is getting better and better. Given the chance, this is a great piece of hardware.

- E Storm





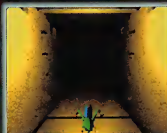
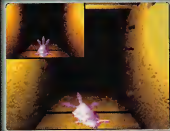
COMING SOON

BURNING SOLDIER

SEAL OF THE PHAROAH

It would seem to many that the 3DO has, here in the states, had a mild impact at best. The hype was definitely bigger than what we eventually got. This is due mainly to the "Multimedia" approach that the company has taken, along with the delay of the most desirable games (like Road Rash and Shock Wave). If not for Crystal Dynamics, the 3DO could have been the biggest flop in gaming history. Slowly but surely, however, it seems that Panasonic has seen the error of its ways and is now determined to focus more on video games, rather than interactive movies and children's software. This, along with a lower

price, will most likely lead to sky rocketing sales and a better batch of 3rd party software. Games like MK2 and Super Street Fighter, along with some real RPGs and platform games, could put the 3DO where it should be...in the hands of the teens and young adults who make up the majority of the game buying public. That's my opinion, I could be wrong, but I doubt it. The proof lies in the import release of the 3DO. Already, there are two beautiful 3D RPGs (Seal of the Pharaoh and Tetsujin), a phenomenal virtual adventure (Dr. Hauser) and a one-on-one fighter (Ultra Man Powered). Besides these, a Final Fantasy perspective RPG (Powers Kingdom), a CG shooter (Burning Soldier) and a 7th Guest style ghost story (The Black Mask of Death) are not far behind. This is more like it! If these games surface here, along with the rest of our upcoming hits like Orion Off Road, Road Rash, Shock Wave and Mega Race, the US 3DO could see a major rebirth. Cross your fingers...and toes.



Powers Kingdom





Doctor Hauser

Welcome to 32-bit gaming! The doctor is in, Doctor Hauser that is. Now, you can journey through a virtual adventure like you've only dreamed about in the past. The 3DO is now being put through its paces by yet another Japanese developer. This is why I bought a 3DO! Everything you see in these shots you control. It's all rendered real-time with changing perspectives and total control over your character. This is not point-and-click and there is no FMV. It plays like Out of This World. In other words, it's a real game. What this represents is the new era of gaming that is now upon us. Imagine an isometric game like Contra with these graphics. Not to take away from the game at hand, but wouldn't that be fantastic?! Dr. Hauser came in just as we closed the issue, so I was only able to explore for a few hours. So far, I can tell you that I am amazed. Any RPG or adventure fan will, no doubt, find this game not only the most stunning 3DO game yet, but the most addictive as well. It's just so fun to watch that, no matter how perplexing the riddle, it doesn't matter. You just can't put it down. You can bet that I'll be turning this adventure inside out in the weeks to come, so

look for a full review in E Storm's Import 3DO Zone next month.

- E. Storm

何のかわりもないデール



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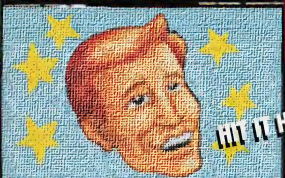
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NINTENDO GOES DEEP WITH KEN GRIFFEY JR.
Jr. MAJOR LEAGUE BASEBALL

ALSO INSIDE!

CAPCOM'S SOCCER SHOOTOUT
CAPCOM TAKES A SHOT ON GOAL WITH THEIR
LATEST SPORTS TITLE

MARIO ANDRETTI RACING FOR GENESIS

SUPER BASES LOADED 2 FOR SNES

TALKO TALK...BO KNOWS COMEBACKS

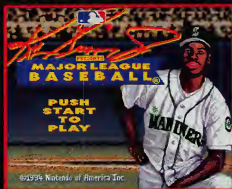
INSTANT REPLAY...BASEBALL STARS
PROFESSIONAL FOR NEO GEO



TALKO TALK

Regular readers of this column will have to excuse me this month as I continue to drone on about baseball. On the video game side of things, I have been playing World Series, MLBPA (EA), ESPN and Griffey for so long that the grand ol' game is all that's on my mind. Speaking of which; how about Bo Jackson's spring for his new team, the California Angels? Bo knows resilience! Although he obviously doesn't have the speed that he possessed before his hip replacement, I think that, sometimes, the heart and soul of an athlete are more powerful than any muscle, bone or ligament ever could be. This man is rich beyond any dreams he may have had as a child and has absolutely nothing to prove to the sports world or the man on the street, yet he pushes his body to attempt things that, logically, he shouldn't be able to do. He represents all that is good in man and his work ethic and dedication to his call should inspire awe in all of us. Over the course of my 32 year existence, I have encountered precious few athletes that embody the spirit of pure athletic competition. Larry Bird, Gale Sayers and Nolan Ryan come to mind and that is truly exclusive company! So, how's Bo doing? Well, he parked six during spring training and, as I write this column, he is batting over .400. He is still a good fielder, although he doesn't roam center as he once did for Kansas City. I may be a dreamer, but look for Mr. Jackson to make a big impact on the Angels this season. In other news, Nolan Richardson and his hogs finally have their national championship and, one would assume, the respect that they so desire. Respect? Come on! Montana won 4 Super Bowls with San Francisco. I believe he now plays somewhere in Missouri! Namath did nothing less than force the merger of the AFL and NFL and was the toast of Manhattan. He ended his career with the "Lambs". And Willie Mays faded away hitting Punch and Judy singles with the Mets...respect, my tush! Hello...Nolan! This is professional (OOPS, I'm sorry; COLLEGE) athletics...grow up! His outbursts and attacks (especially the one aimed at Mr. Milk Toast, Billy Packer) were way out of line, classless and unprofessional. I understand his personal history has much to do with this stance, but claiming victory opens many doors, for both he and those that will follow. It would be a shame if his personal tirade slammed those doors in the faces of others. With leadership and victory come responsibilities and, hopefully, a little humility. Mr. Richardson...great recruiting and coaching job, let others do the talking. See you next month! - Talko

Ken Griffey, Jr. Baseball



Nintendo and Sculptured Software have just released Ken Griffey, Jr. Major League Baseball on the SNES. Many SNES owners have been waiting breathlessly to get a hold of this title. How is it? Read on and carry a big stick... Make no mistake, Griffey Baseball is an ARCADE game first and a simulation second. The game is almost a direct 'cop' of SNK's Baseball Stars 2 (not a bad choice if you're going to duplicate an arcade game). The game focuses on large characters (in the pitcher/batter screen) with detailed graphics, including team logos on jerseys. Griffey Baseball also does a pretty good job of depicting all of the major league stadiums in the 3/4 (fielding) view. The game features a Major League Baseball license and allows you to play an entire season with playoffs and the World Series (the 6 division alignment is supported). Although there is no MLBPA license associated with Griffey, Nintendo and Sculptured have found a way around this limitation by including a character generator. It will take awhile, but it is possible to enter the names of all the big league players. Personally, I

**NINTENDO
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2 PLAYER
16 MEG
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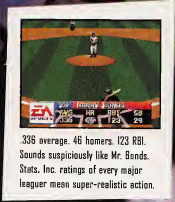




entered the names of my "A's" and let the rest remain the same. This actually works well as there isn't any statistical tracking for league leaders, only the team that you are managing through the season. Now, to the 'minor annoyances' part of this review. Griffey Baseball is a solid game of arcade baseball and the title kind of sneaks up on you. You find yourself wanting to play it more and more as your season progresses. There are, however, a few complaints that I need to express. First up is the lack of 'League Leaders' tracking as mentioned above. Secondly, the hitting interface is largely one of timing, with way too many opposite field dingers. In addition; the fields have chalk lines between first and second and second and third (weird!), between inning organ music ("Take Me Out to the Ball Game", etc.) cuts off as soon as you hit a button (apparently some sort of RAM limitation), and players with 'bionic' arms can throw on the fly to any position on the playing field! These minor distractions do not really alter my analysis of this game. The strengths in Griffey Baseball are the speed of play, especially in the defensive part of the game, and the consistency of the computer opponent. Every game during the season is a challenge and, if you don't mix up your pitches, you are going to be in for a long afternoon at the ol' ballpark. The computer batters really do a great job of reading your tendencies and they will have your fielders chasing peas in every corner of every stadium in the majors. Like Baseball Stars 2, the action never stops; baseball fans and casual players alike will enjoy this game. I just wish that Nintendo and Sculptured Software would have taken that extra step or two to ensure the lasting value of Griffey Baseball. The MLBPA license would have gone a long way in delivering the goods, as well as saving league leaders. As it stands, Griffey Baseball is a fairly strong title that competes head-to-head, in terms of style of play, with EA Sports' MLBPA Baseball. It comes up a tad short relative to EA's game but is an excellent game of baseball. If you're a SNES baseball fan, it is a close call as to the game of choice. I like the play value of MLBPA, but having the multiple stadiums in Griffey is very important and a feature that was missing in that game. Either way, you can't go wrong as Ken Griffey, Jr. Baseball is, far and away, one of the two best games of baseball on the Super Nintendo. - Talko



Griffey Baseball is a solid game of arcade baseball and the title kind of sneaks up on you. You find yourself wanting to play it more and more as your season progresses

[illegible]A baseball player in a white uniform and blue helmet is captured mid-swing, holding a wooden bat. He is wearing blue batting gloves. Behind him is a large, solid blue rectangular graphic. The background is a dark, out-of-focus field.

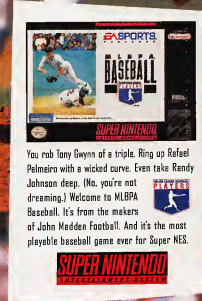
DON'T JUST BOX SCORES.

Blauer anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.

Blauser anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.

Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.

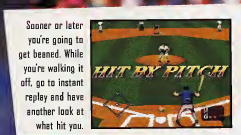

READ THE
CAUSE THEM.



You rob Tony Gwynn of a triple. Ring up Rafael Palmeiro with a wicked curve. Even take Randy Johnson deep. (No, you're not dreaming.) Welcome to MLBPA Baseball. It's from the makers of John Madden Football. And it's the most playable baseball game ever for Super NES.

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Sooner or later you're going to get beamed. While you're walking it off, go to instant replay and have another look at what hit you.



Pick-off plays. Atlanta fans doing the Chop. Even the occasional pickle. If it's at the ballpark, it's here.

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EA SPORTS
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Super Bases Loaded 2

JALECO
BASEBALL
2 PLAYER
12 MEG
AVAILABLE NOW

Jaleco has built a solid reputation over the past 7 or 8 years for creating excellent 8 and 16-bit baseball simulations. The Bases Loaded series is among the best and most consistent of any sports line to date. Jaleco has always seemed to be one step ahead of their competition in this arena, but the competition has become more aggressive and successful. Into this new world, Jaleco releases Super Bases Loaded 2 for the Super Nintendo. How does it stack-up against games like Ken Griffey, Jr. and MLBPA? The answer to

that question is 'pretty well'. Jaleco, as they have done in the past, have broken new ground with the implementation of their DSP scaling and rotation in the play environment. And, as in the past, they have loaded the game with options, provided the player, with full season play with statistical tracking saved to battery, and included three different stadiums to play in. The game does have that unmistakable 'Japanese feel' to it, with the high pitched fly ball whine that has characterized ball flight since the days of the VCS, and clas-



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sic Japanese baseball music. But the design team has made player animation as realistic as possible, given the limitations presented by the scaling environment. The only real drawback in Super Bases Loaded 2 is that it has neither an MLBPA or MLB license. In this day of mega-feature games, this is a fairly good sized hole in an otherwise strong game of baseball (although you can customize four teams to make them your local club or dream team(s)). SNES baseball fans will love the 3D environment and the speed of game play and baseball purists will love



The ultimate ...



...3-D...



...environment!



game does cut away for high fly balls, double plays and other situations when game play requires it. These cuts are fast and accurate and game play remains consistent through the switch...this is no small feat! One thing that has been lost, however, is the detailed pitching/hitting mechanics that were present in other Bases Loaded titles. The 3D environment is the culprit and, to an extent, gameplay in this area has been sacrificed for the graphics. In summary, Bases Loaded 2 is an enjoyable day in the yard and a good game of baseball that, while not the most realistic simulation around, scores points for its unique presentation and strong arcade play mechanics... give it a look! - Talko



the detail in the statistical tracking (the game even includes On Base percentage and Total Bases!). The ballparks range from a domed stadium to a nice urban park and there is enough detail present to give you the feel of playing inside a real stadium. One of the most impressive aspects of the game is the justification between the 3D field and the 3/4 view. The designers have tried to keep you on the 3D field as much as possible, but the



Nothin' but air!

SNES baseball fans will love the 3D environment and the speed of game play and baseball purists will love the detail.

Soccer Shootout

CAPCOM
SOCCER
4 PLAYER
16 MEG
AVAILABLE NOW

To the wail of the Brazilian Mambo beat in the background, I say "allo" and welcome to another review of another soccer game by yet another software company. This month, it's "Soccer Shootout" by Capcom. Yes, the people who have brought us SF2, Final Fight, Slam Masters, Mega Man-X and the Wizardry series now try their hand at a soccer title.

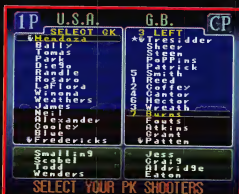
If you have read any one of the last five editions of GameFanSports (any one!), then you have no doubt read at least one soccer review - or at least you have looked at the pretty pictures. For some unknown reason (the World Cup is NOT a good enough reason), everybody is coming out with a soccer title, and I mean everybody. EA, Acclaim, Jaleco, Accolade,

Asciware, etc. have already released their versions, and now Capcom joins the fracas. By now, I'm sure you all know the prerequisites of a video soccer game; twenty-something countries to choose from, lots of crowd cheering & jeering, slide tackles, headers, instant replay, jubilant players jumping up & down after they score, the whole nine yards. Well, Capcom didn't miss a beat either, and all the aforementioned glitz is here, if packaged in a somewhat strange mixture of their earlier titles. The fonts are straight from Street Fighter, some sound effects are straight from "Ghouls 'n' Ghosts" and the music, not the Mambo stuff, could be mistaken for the music from any other SNES title. One sound effect that I find truly interesting is the background noise during the actual contest - it sounds as if the Pac



Man (whaka whaka whaka) soundtrack got imported to Soccer Shootout! Unbelievable!

Give credit to Capcom for capturing some of the finest player animation I've seen on a SNES sports title - I love the way the ref taps his player card, contemplating if he should give a yellow or red card! Also, I like the way the players jump high to head the ball and arch their backs reaching for it! They also do the "jump dribble" thing very well. The goalie makes quite an impression as well, hurling his body to and fro! The cartridge also showcases a neat play feature in the "training" mode. You get to practice dribbling through pylons, a two on one offensive and defensive drill, corner kicks and free kicks. This feature is like having a game within a game, and that always gets bonus points with me! Soccer



The throw-in.



He shoots...he scores!!!



Showing some fancy footwork.

Mario Andretti Racing

EA SPORTS
RACING
2 PLAYER
8 MEG
AVAIL. MAY

EA sports forges into the racing scene with, the soon to be released, Mario Andretti Racing. Mario features one or two player competition, single heat races and a circuit only mode, as well as a career mode. In the single heat and circuit options, you can choose between racing an Indy car, a stock car, or sprint cars (ya know, mud racing!). If you decide that racing is your life's passion, then you'll want to try the career mode. Here, you'll start out as a lowly sprint racer, trying to work your way up through the stock cars and ultimately challenge for the Indy title! Regardless of play level, each racing circuit offers you a multitude of options to choose

from and decisions to make before the start of each race. One of the more creative features is the "Andretti Tips" selection. This allows the gamer to get Mario's input as he takes a practice lap. He'll tell you when to accelerate, how to take the corners, whatever is applicable to that section of track. Also, you will earn money for each race completed (depending on your place of finish) and you'll have to choose how to spend it at the "Custom Performance Center" before the start of the next race. For instance, you can elect to go with the standard rubber (not recommended), or upgrade from 1-5 levels worth of tires. This rating system also applies for the



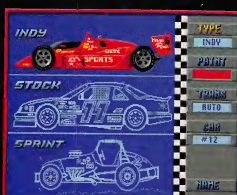
brakes, engine, and pit crew. There are a total of fifteen different tracks to battle, five per circuit. Five tracks is not a lot but, with the career option, it seems to do the trick. Look for a complete review of Mario Andretti Racing in next month's issue. Until then, I'll leave you with a tip from Mario - "Squeeza da brakes hadda in turna foura". - Dr. E



Nose Cam!



Some two player mud action!



Stock car competition.



If you wish hard enough...

I sure wish
someone would
make a real
baseball game.



...good things will happen.



**REAL
PLAYERS**

© MLBPA MSA

TECMO®
Super Baseball™

LICENSED BY
Nintendo

COMING AT YOU THIS BASEBALL SEASON



This official seal of your assurance
that Nintendo has supervised the
quality of this product. Always look
for this seal when buying games and
accessories to ensure complete
compatibility with your Super
Nintendo Entertainment System.



GENESIS™



This official seal of your
assurance that this product
meets the highest quality
standard of Sega™. Only
games and accessories with
this seal to be sure that they
are compatible with the
Sega™ Genesis™ System.

Officially Licensed by the Major League Baseball Players Association.

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INSTANT REPLAY

Baseball Stars Professional

SNK
BASEBALL
2 PLAYER
50 MEG
AVAILABLE NOW

It is hard to believe that Baseball Stars Professional is over four years old. When the Neo Geo was first released in Japan (and I was waiting at the proverbial "importer near you" to plunk down my cash), it was 1989 and the video game world had seen nothing even close to what SNK was about to drop on the home front. The system was \$700 at the time and it came boxed with BSP. After firing up the beast, my view of home video games changed instantly. With hindsight, the \$200 price tag on games and SNK's "arcade only" mentality have tarnished the enthusiasm that I once possessed for this arcade powerhouse. But that doesn't mean it wasn't fun while the dream was alive. And, in going back and playing some of the initial releases for the system, I have found that it isn't too difficult to rekindle those old memories. The exciting thing is that, four years later, Baseball Stars Professional is still extremely fun to play and a great game of arcade baseball. For the most part, the graphic quality is still unchallenged by any home system or baseball game (with the exception of SNK's other baseball titles on the Neo Geo). The voice and sound are fantastic and the game remains immensely playable. It is still a thrill to drive one deep into the bleachers or smash a line drive off of the foul poles. Although the gameplay is not particularly deep, BSP delivers with, quick, intense action that has you playing again and again. Name the games in your collection that you can go back to after four years without saying "eesh...I played THAT?!" It is a testimony to just how forward looking the Neo Geo hardware design was (and is, for that matter) and to the quality of the design and programming in BSP that I do still enjoy playing this game. If you own a Neo Geo and, for some reason, never played the original Baseball Stars Professional, you can pick it up used for less than 50 bucks. Take a look and enjoy one of the best baseball games ever made. - Talko





Europe is known for great courses. And PGA European Tour puts you on 5 of the best. But don't expect many breaks from the weatherman. It can get downright nasty across the pond.



Woburn Golf Club

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IT'S SHOCKING.



Ocean of America, Inc.
1855 O'Toole Avenue, Suite D-102
San Jose, CA 95131
408 954-0201

Game program ©1994 Ocean of America.

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The new arrival has disappeared.

IT'S JOLTING.

Evil nanny, Debbie Jellinsky, has stolen Baby Pubert and only you, Uncle Fester, can save him. Team up with your crazy clan and track down the little one and your wicked bride through 42 levels of outrageous role-playing

adventure—Addams Family® style!



Movie-like animation creates graphics so brilliant and detailed, you don't just play Fester, you are Fester.

IT'S REVOLTING.

As Fester, you'll venture through mysterious gardens and goon-infested swamps. And use your bag of goodies and Addams charm to gather clues from your zany



It's endless Family adventure with challenging puzzles, word games and spooky mazes at every turn.

relatives, and con Debbie's "loyal" friends into helping you out—for a price!

IT'S AN ADDAMS.

It's a jolt of electrifying role-playing fun only the Addams Family can deliver. And with a little family advice, and lots of Addams cunning,



To solve this mystery, you'll need to use your stash of secret keys, spider eyes, headless teddy bears and magic potions.

you'll be able to rescue Pubert and put Debbie where she belongs... in the hot seat!

AND IT'S A SCORCHING DEAL. MORE SHOCKING FAMILY VALUES AND UP TO \$2.50 BACK!

Now and through the end of the year, when you purchase Ocean's "Addams Family Values" video game, AND rent Paramount Home Video's "Addams Family Values" videocassette from your local video retailer, you can receive up to \$2.50 cash back. See inside video game package for details.

NEO GEO SAVAGE AMUSEMENT WORLD HEROES 2 JET

For all you Neo Geo fighting game fans out there, a new and improved version of World Heroes 2 is due to hit the arcades this spring, and the home Neo-Geo console in June. World Heroes 2 Jet (which was first announced in an earlier issue of GameFan) is Alpha Denshi's latest variation on the World Heroes theme. Weighing in at a monstrous 176 megabits, WH2 Jet is the latest in what is sure to be a new trend of high memory Neo-Geo games. Well, enough about megas, let's get on to the game at hand, shall we? Although this is the JET version of World Heroes 2 (which would lead you to believe that the gameplay has been accelerated), everything seems to move at the same pace as WH2. Considering that this is a 90% complete version of WH2 Jet, I will give Alpha Denshi the benefit of the doubt. Within the next 5 pages, you will see a complete breakdown (i.e. move guide) of WH2 Jet. All of the characters have new moves. For example, Hanzou that's the blue colored ninja, for all you World Heroes illiterates out there) can now jump up into the air and warp to the other side of the screen, à la Dhalsim. He also has a flying kick similar to Ray in Fighter's History. Dragon has a new mid-air scissor kick and Janne has a new Super Firebird. But those are just the special moves, you can now perform some new regular moves as well. (Brocken's mid-air kick is but one example of a new regular move.) In other words, all the old characters have more than enough new moves to keep WH fans busy for a while. There are two brand new characters to sink your teeth into, and their names are Jack and Ryofu. Ryofu is a great close range fighter and he has a long staff that can do some serious damage (up to 12 hits at once). Jack is a lanky punk rocker from England with a mohawk and some Freddy Krueger-like steel gloves. There is a new Tournament mode, and you also have the ability to customize the offense/defense/speed abilities of your character. The only thing that is majorly negative about this game is that -it- gets the green light to be released while Magician Lord 2 is still on the back burner. It's a cryin' shame that we must continue to wait, but I guess that Alpha Denshi feels a need to make some more megabucks before they satisfy the gamers that supported them when Geo was still in its infancy. - K. Lee

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r
o
c
k
e
n



↓ → ↘ + A



A Rapidly



↓ ↘ → + B



Jump + B + A



← ← ↓ ↘ → + A



↓ ↘ → + A



Jump ↘ + B



↓ ↘ ← + A

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n
z
o
u



↓ ↘ → + A



↓ ↘ ← + B



↓ ↘ → ↘ + A



↓ ↘ ↘ + A



→ ↓ ↘ + B



↓ ↘ → + B



↓ + A



←→ + A



↓↑ + A



←→ + B



→↓↓↑← + B



↓↘→ + A



Jump ↘ + A

Captain Kid



Janne



←→ + A



←→ + B



↑↓ + B



↓ + A



↘ + B



→↓↘↗ + A



↓↘→ + B



↓↙← + B



Jump ↓↙← + B



Jump ↓↘→ + A



↓↘→ + A



←↙↓↘→ + A

Rasputin





**Kim
Dragon**



A Rapidly



↓ ↑ + B



↓ ↓ ↓ + B



↓ ↓ ← + B



→ ↓ ↓ + B



↓ ↓ ↓ + B



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→ ↓ ↓ + A

Fuuma



↓ ↓ ↓ + A



→ ↓ ↓ + A



→ ↓ ↓ + B



↓ ↓ ↓ + A



↓ ↓ ↓ + B



↓ ↓ ← + B



↓ + B

J. Carn



← → + A



← → + B



↓ ↓ ↓ + B



↓ + B



↓ ↑ + A

1. Max



← ↓ ↘ → + A



↓ ↑ + A



↓ ↘ → + A



↓ ↘ → + B



→ ↓ ↘ + A

Mudman



↓ ↘ → + A



↓ ↘ → + B



↓ ↘ ← + A



↘ + B



↓ ↑ + A

Muscle Power



← → + B



↓ + B



↓ ↘ → ↗ + B



360° + A



↓ + A

Ryoko



↓ ↘ ← + A



→ ↓ ↘ + B



↘ A (Grab) ← ↘ ↓ ↘ → + A



↘ + B



← ↘ ↓ ↘ → + A



↓ ↓ → + A



↓ ↓ → + B

New! Ryofu



↓ ↓ ← + A



→ ↓ ↓ ↓ ← + B

Eric



↓ ↓ ← + A



↓ ↓ ← + B



← ↓ ↓ ↓ → + A



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← → + B



Shura



↓ ↑ + B



↓ ↓ → + B

JAPAN NOW!



It's been a month since I left the US for Japan. Well I'm back, and I brought some great news for all the people who are big fans of Japan Now. GameFan opened an office in Japan, and it's called GameFan Japan. Our Assistant International Editor "Takahiro Yagi" is in charge of the new offices. He will be sending us all the hot news from Japan faster than the speed of light. So now you can look forward to even better and more up to date info from Japan. Well, it's been a month now, and I'm a bit rusty writing Japan Now, so let's just get to it.

For additional information on new hardware, check out this month's Other Stuff. I feel that because of the recent announcements in America, Other Stuff has more information on video game hardware. I assure you that Japan Now will have more information in the future, so Other Stuff better watch out!

Sega

Virtua Racing is coming out for the Saturn and 32X, but the 32X version will have the number "2" after Racing. This brand-new VR2 will have more polygons than the first one, and it has a battle mode that's reminiscent of the style seen in Namco's Final Lap (split screen). Since the 32X is only available in the US, I don't have any more information on this new system at this time.

Hitachi will be announcing a brand new chip called the SH3. SH3 is the up graded version of SH2 (the one Saturn and the 32X is using). The difference between these 2 chips is that the SH3 can calculate 100MIPS (millions of instructions per second). Since the Saturn hardware is now fully completed, Saturn won't carry this new chip. If Sega ever decided to release a 32X type optional attachment for the Saturn, it would probably contain this chip. Although Other Stuff says that Saturn is scheduled to be released in the US in May '95, what I have heard from Japan is that Sega is releasing the Saturn in 1996. Since Nintendo is releasing PR in 1996, I'm sure that's why Sega is thinking about releasing their system around the same time.

Sega's AM2 is now working on Virtua Fighter 2 for coin-op. It will have 4 more characters, more polygons and will be texture mapped. Some of the AM2 developers took a trip to China to do research on some of the ancient Chinese martial arts. Kung Fu, Taikyokuken, and Shorinji Kempo are among the ones Sega is researching. VF2 will be a much better version of Virtua Fighters and will be using Sega's phenomenal Model 2 arcade board first seen in Daytona, not the Model 1 hardware that VR and VF first used. We will try to get you some screen shots next month.

Also, Sega is developing the Model 3 hardware and software for the arcade right now. According to my sources, the first game(s) that uses the Model 3 are Daytona 2 and an unnamed Space shooter. I mention this because I heard this information while I was in Japan. These games won't come out for few more months, but I just thought I'd let you know about them anyway.

Nintendo

I really don't know where this information came from, but the Nikkei newspaper in Japan, has announced that Nintendo is thinking about releasing another system other than Project Reality. My source said that it is an optional attachment for the SFC (SNES). Reportedly, this attachment will transform your 16-bit SFC (SNES) into a 32-bit super game system. Remember when we mentioned about Nintendo's compression technologies? Well, the software for this device is said to also use those techniques. The first game for Nintendo's 32-bit system will be... Final Fantasy 7! Can you believe that? Final Fantasy 6 just came out in Japan last month, and they are already announcing the sequel. Oh, and one more thing, this game is somewhere in the region of 120 meg, compressed down to 64 meg. FF7 will be available the first quarter of 1995. Although this is a rumor, we hear Nintendo's famous character games: Mario and Zelda, are being developed for this 32bit attachment. Since Nintendo has not officially announced this system, I can not say too many things about it, other than the fact Nintendo ordered 20 million 64 meg chips. Since 16bit systems can not handle that much memory at this time, what are they are going to use those new 64 meg chips for? Take one guess!

Other Information

T.J. and Special K (me) visited a small video game convention held in March called the CSG. I was expecting to see some awesome stuff, but the only things that impressed me was Fada from Yanoman, Fatal Fury Special from Takara and Tactical Ogre by Quest, all for the SFC. These 3 games were the only ones that made me stop walking, and play them. I will be leaving for Japan again at the end of May, and while there, I will be attending the Tokyo Toy Show. I've heard that Sega's Saturn and Sony's PSX will be at the show, and we will actually have the opportunity to play some of their demo games. Virtua Fighter for Saturn will be there for sure, but Nintendo might have an unknown secret weapon there, too. Although I wasn't here to bring you my Japan Now section last month, there is no need to worry. We will have full coverage of the Tokyo Toy Show in Japan Now next issue.



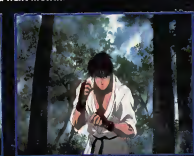
Capcom have announced they will be making a game using the X-Men characters. X-Men will be introduced in arcades later this year, and the game will use over 300 megs of memory. It will be a one on one fighting game and the same programmers responsible for the Street Fighter series will be in charge of this game. A Super Famicom version is scheduled to be released around September or October. Just imagine, you will be able to play a great fighting game in the style of Street Fighter, only it will feature your favorite American heroes!



Capcom also announced that they are releasing a SFC version of SSF2 on 6/25 and a Mega Drive version of Super at end of June. They are both 10,400yen (\$101 US dollars). Now, although that may seem too expensive, the reason why, is because the SFC Super Street Fighter is 32-meg and the MD version will be 40-meg! Prices will be cheaper in America...no fair! See you next month.

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Last Minute Information

Shown here are some early shots for the Street Fighter 2 Animation Movie. This movie will be shown in July '94 in Japan. We have no idea if Capcom is planning to release it in the U.S. We will have the actual story and more information in our next issue.

Japan Now's Treasure Special



President of Treasure Mr. Maegawa



"Game of the Year!"



Special K. playing Dynamite Headdy

While I was in Japan, I had a lot of opportunities to get interviews with game developers. Even though we had an interview with this company a few months ago, we have to present this industry's hope, Treasure, once again. We asked Mr. Masato Maegawa, the President of Treasure, to answer America's dangerous questions. Here you go.

GF: Congratulations! Gunstar Heroes got our game of the year award for '93. I'm pretty sure that all of the Treasure fans in the US are waiting for you guys to come up with part 2. Are there any plans for it?

MM: Wow, thank you very much. I'm really glad. I didn't know that our game was so successful, SOA never told us. Well, I wouldn't say there is no chance of a sequel. I thought Gunstar was pretty much the highest quality action game possible on the Genesis. If our director came up with a way to improve Gunstar, there is a possibility. If not, I really wouldn't want to develop any thing lower quality than the original. Of course for the next generation of hardware though.

GF: We will be asking questions on new hardware later in this interview, so let's not skip that subject yet. (ha, ha, ha). Well...

MM: I can't believe that people in the US want us to make a sequel of Gunstar, SOA never told us that our game was popular in the US.

GF: It seems like Dynamite Headdy might get the next GF award. How far along is it?

MM: Actually, it is supposed to be 100% done by now, but SOA asked us to change a couple of things in order to release it on the US market. It seems like SOA wants to sell over a million, so we are changing things to make it that good. That's the story, so we'll take another 3 months. So I should say it's only 70 to 80% done.

GF: What do you mean by changing things? Will it look totally different?

MM: We'll change some characters on the game for the Genesis version, but everything should look the same.

GF: One of the game magazine in the US was saying that Headdy is a junkyard Robot. Is it true? If not, what is Headdy?

MM: Ha, ha ha... Junkyard Robot? Actually, this game takes place on a stage. (like a puppet show) So, all of

the characters are puppets. Headdy is like a Rag puppet (clumsy, faulty). So obviously he is not a Junkyard Robot.

GF: How many stages are there?

MM: 10 stages all together, but there are some hidden stages... it is a secret though.

GF: Don't worry about it. We can keep a secret.

MM: But you guys will print it if I mention it, right? (That's right!) (I'm sorry Mr. Maegawa)

GF: How about memory?

MM: It's 16M.

GF: How old is your target audience?

MM: Headdy will appeal to a wide range of ages, but we programmed it to be suitable for the Gunstar audience. I think little kids and young adults alike will have fun. It may be easy for pro gamers.

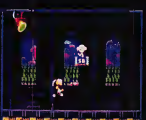
GF: Don't worry guys, when Special K played this game at Treasure, he was having a pretty hard time with it.

GF: Are you planning to put some secret code to go to the config. mode and change difficulty?

MM: I really cannot say anything about it...but, this game has great balance, so I think heavy gamers will have fun.

GF: Let me ask you something about this industry. A couple months ago, Sega, Nintendo, Sony, NEC, Panasonic, and Pioneer, announced new hardware with higher specs. Since these machines are priced pretty high, do you think the age of the users will be older than before? Could you answer this from the creator's stand point?

MM: I think just a little bit older. I think young kids will save money and try to buy them. Besides that, let me tell you something. People think that if the hardware is improved and becomes high quality, games will improve also. But this is not true. Hardware doesn't make good games, good software makes good hardware. I am really not interested in the hardware at all. All I care about is the software. If you count on the specs of the hardware, you won't be able to make a great game. All of the programmers will forget how to make good games while they learn new hardware. Look at the 32bit and 64bit machines that have been released already. Do you see any good games? I don't see them at all. So, I really don't care about





specs. My company, Treasure, is and will be concentrating on the basics of games. I don't think it is a matter of 32bit or 64bit. Pertaining to your question, this new hardware will be expensive, so I'm pretty sure the age of the users will be a little bit higher.

GF: Tell us straight. Which hardware are you interested in?

MM: Sega's Saturn will be the first next generation hardware that will be released, (in Japan) I'm pretty sure that Saturn will be ahead for some time.

GF: When is the release date for Dynamite Headdy?

MM: I think the release date for the US will be a month behind Japan's release date. SOA wants to sell this title at the best time of the year. In Japan, July or August is the best time to release games because it is during summer vacation. SOA thinks that September is the best time to release it, so I think it will be September. SOA is asking as to use this time to change things to make it suitable for the US market.

GF: Which characters are you changing?

MM: We are really behind a schedule, so we have to finish up the MD version first. I can't answer that right now.

GF: Did you design new characters for the Genesis version already? For instance, will all of the characters be human or human-type?

MM: No way, I don't want to change the view of Headdy's world. For example, we have to change the Geisha Robot and other characters that look too Japanese. Headdy will be the same character.

GF: Finally, let us ask you about the 32bit systems that we were mentioning at the beginning of this interview. Do you have any plans to program games for either the 32X or the Saturn?

MM: We do have plans for both of the systems. Saturn for sure.

GF: Is it going to be a cartridge base or CD-ROM?

MM: CD-ROM. I don't think cartridge will last that long. Probably a year or two.

GF: Treasure has never released CD-ROM games. Any plans for the MD-CD (Sega CD)?

MM: That's right, we've never done it. No plans for MD-CD. Saturn only.

GF: How about 32X?

MM: I think this system is only for the US market. There is a possibility. We might program enhanced versions of what we have released so far (Gunstar, Treasure Land, and Headdy).

GF: The release date for the Saturn in Japan is Nov.'94. Do you think it is the right time to release this system?

MM: I don't think this is the best timing. It is not a matter of releasing early or late. It is matter of whether to release the hardware before or after actual great games are created. Hardware companies have to release their new systems when they are done programming the best games for them. They try to create competition between hardware and software developers to make their product as fast as possible. There is no way to see good results when you rush. So that means Nintendo's Project Reality team is thinking hard and will understand what this whole thing is about. I hope they release hardware when they are done with the games. I think if Sega is really thinking about releasing the Saturn in Nov., that's too early. April or May '95 is probably the best time.

GF: Since Titan is the arcade version of the Saturn, do you think most of the games for Saturn will be arcade translations?

MM: Mmmm... it is cheaper to make home games than arcade games, so yes. Since Saturn has really high specs, people won't be able to tell the difference between the arcade and home versions.

GF: Usually, they translate arcade to home system. Do you think there is a possibility of home to arcade translations?

MM: I think so.

GF: That means Treasure's Gunstar, Treasure Land, and Dynamite Headdy might be released in the arcade?

MM: That's possible.

GF: At the last WCES in Las Vegas, you told me that there were a few titles that you were working on. Which games will be released first?

MM: Actually, I haven't announced them yet, but they are all coming out before Dynamite Headdy.

GF: What kind of game is that?

MM: Sorry, I can't tell you, well, announce it at the end of May. By the way, this game will be released in Japan only.

GF: Anything you would like to say to our readers?

MM: Since Sega is considering making Headdy Sega's next big character, there might be sequels. Please hype this game in the US! We will be making games that will lead the 32bit market, so keep an eye on us and read our favorite foreign gaming magazine, GameFan, to find out about our future releases.

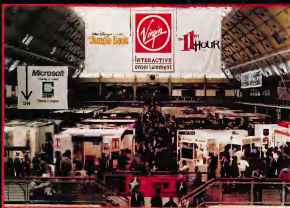
GF: Thank you very much. I wish you luck on your Saturn projects and in the future.





BY
THE RIPPER

EUROPA!



The European Computer Trade Show (ECTS) took place in London in mid April and provided a platform for game companies to show off all the latest stuff to the press. Game Fan included of course. Having spent more time in a bar than I would care to remember, the whole event was a bit of a disappointment this spring. Since the Autumn show last September (the event is bi-annual) very few games reared their heads and what was there looked very predictable and second rate. Anyway, I still managed to dig out the best of a dodgy bunch.

Let's start off with Atari shall we. The funniest thing about their stand was that they refused to let many people into it. Traders, eager to catch a glimpse of the next level Atari-style, ended up being told to go away if they didn't have appointments - unless you were important, you didn't get in. Come on guys, loosen up - this is a trade show after all. Anyway, Atari had a new version of Kasumi Ninja from Northern coders Hand made software (can't say I was that impressed) as well as a version of Flashback from Mancunians Tiertex (looks identical to the Genesis cart so far). More

interesting developments were kept from straying eyes - their CD drive was up and running a Cine Pak film demo in a decent resolution. They also unveiled an early version of Blue Lightning from ATD - who says the Jag can't do texture mapping?

The best looking game of the show was surprisingly (actually, bloody amazingly come to think of it) on the good old, smelly, scabby, piece of rubbish, CD32. Super Stardust might only be a revamp of an Amiga Asteroids clone, but it contains the smoothest, most incredible 3D parallax scrolling tunnels ever seen. An example of what experienced Amiga coders can achieve when they set their mind to it - needless to say, the game's programmers are from Norway (it rains a lot up there).

While we're on the CD32, Core's Banshee for the machine is a great 1942 clone, complete with the loop the loop and side-wing fighters. Okay, it's a bit Amiga-ry, but I can live with that. Heimdall 2 is on the way to the Mega CD too. This looks loads better than the original, so lets hope it doesn't take quite as long to get this over onto Sega's machine. Finally, Universe is a superb graphic adventure for the CD32. Time to get one perhaps? Nah, thought not.

Unfortunately, CD32 formed the mainstay of the London show. Renegade's collection of titles looked superb, with Elfmania and Ruff and Tumble sporting some really colorful graphics. The Chaos Engine and Speedball 2 finally get welcome releases on the system too. Codemasters had an interesting Mega Drive gadget - a 4-player tennis game that doesn't require a multi-player adapter - the joy pads plug into the cartridge!

Konami has a tradition of rolling out a few new games and this spring's show proved no different. Sparkster, the follow up to Rocket Knight Adventures, this time on the SNES, looked slick and colorful while very early SNES and Mega Drive versions of Tiny Toon Sports made an appearance too.

Mirage's Rise of the Robots continues to stomp it's way into the one-on-one beat em' up fray. No less than 12 versions of the game (we have a lot of different machines over here) will be simultaneously released in early October. To be honest, I wouldn't get too excited by this one. The graphics, particularly the non-interactive stuff, looks brilliant, but I really can't see how it'll even taint SF2 Turbo's colors with such slow and limbering sprites. Oh well, we'll see.... An almost complete version of Stunt Race FX was at Nintendo's stand - in split screen mode it's hard to be impressed with Argonaut's latest - the screens are too small (on our crappy UK Pal system, especially) and it's slow, slow, slow. Time to get a new chip, or better still, a Super NES 32, perhaps?

The Super FX chip's power (or lack of) was also put to the test in games like Powerslide from Elite (a SNES racing simulation) and Vortex - Argonaut's robot shoot em' up coming out from Electro Brain.

Psygnosis had a good line up - Sensible Soccer strutted it's stuff on the Mega CD, Benefactor was a brilliant CD32 and Mega CD platformer, as was Vivid Images' Second Samurai for the Mega Drive, Mega CD and CD32. Predictably, Lemmings 3 was announced too, coming to all formats later this year. By far the most exciting thing were rendered demos of their up and coming PS-X games! Wipeout was almost like a version of Crash n' Burn set in space with simply incredible graphics! Ideal contained great big robots stomping around a Bladerunner-type environment. Let's hope they're worth buying a PS-X for.

And that's about it, for another month. Next month I hope to have some stuff on a completely new and revamped version of that classic space game, Elite for the SNES and Mega Drive. Apparently, it runs in high-res on the SNES at 25 frames without a Super FX chip!!! This is one of the most secret 16-bit games in the UK at the moment so I'll certainly have my work cut out. Until then, bye for now American chums...

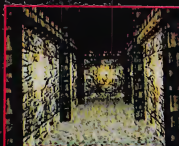
- The Ripper



BLUE LIGHTNING (JAG)

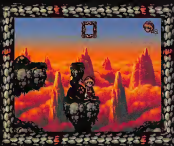
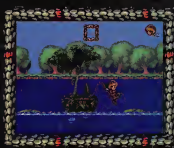
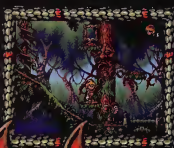
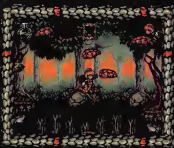


WIPEOUT (PS-X)



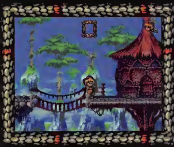
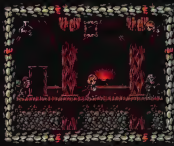
LEGEND (PS-X)





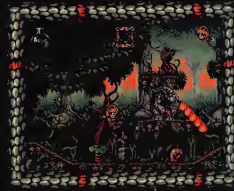
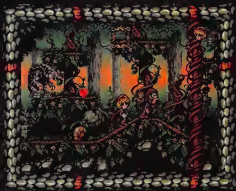
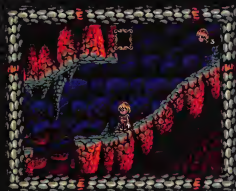
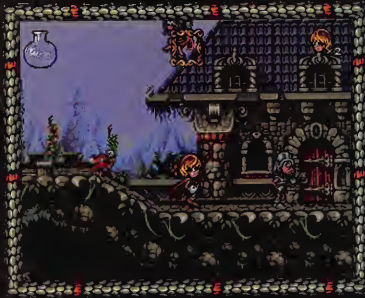
Fink

and the mystery of the enchanted island



In Europe, there's a tradition of great programmers coming from the Netherlands. Fink is the work of Interactive Design, a skillful two-man team from up there (somewhere). As you can see, the graphics are a bit special - three layers of multi-directional parallax scrolling and some really well designed sprites and backdrops. In fact, it looks more like a SNES game than a Mega Drive game.

The version you see here is quite early. There will be 25 levels (plus hidden ones) in the finished game and besides the usual Mario-style gameplay, there are spells that have to be cast to get past certain boss creatures. In all, this looks like one smart game, let's hope it offers sufficiently different features from Mickey's Magical Quest - after all, the MD will have its own version of that game soon.



THE GAME FAN 32BIT SYSTEM SHOOT OUT

WHO WILL LEAD US INTO THE NEXT GENERATION?

SEGA SATURN

MAKER: SEGA.
AVAILABLE:
NOV. JAPAN,
1ST QUARTER 95 U.S.A.



CPU: TWO HITACHI SH2 32BIT RISC CHIPS RUNNING AT 27 MHz/50 MIPS.

CO-PROCESSING: HITACHI SH1, 24 BIT DSP, MOTOROLA 68000, VIDEO PROCESSOR.

GRAPHICS: 240,000 POLYGONS PER SECOND, GOURAD SHADING, TEXTURE MAPPING, CUSTOM SPRITE AND SCALING ENGINE, SCALING AND ROTATION.

COLORS: TRUE COLOR FROM A PALETTE OF 16.7 MILLION.

FORMAT: 2.6 X SPEED CD DRIVE (390K/SEC)

RESOLUTION: N/A

SOUND: 16 BIT 68EC000, PCM 32 CHANNELS, FM 8 CHANNELS + NEW STANDARD YAMAHA CHIP- TBA

FMV: BUILT IN MPEG

GAMES: SEGA: VIRTUA RACING, DAYTONA USA, OUTRUNNERS, VIRTUA FIGHTERS, VIRTUA SOCCER, VIRGIN, SPOT 3, ECTOSPHERE, ARMY OF DARKNESS, ACCLAIM, ALIEN TRILOGY, GAMEARTS: RPG & SHOOTER (TBA), SUNSOFT: MYST, ENIX: RPG (TBA), CORE: 3D SHOOTER (TBA), ALSO IN DEV. FROM SOJ, TOY BOX, 3D DRAGON SHOOTER (TBA).

SEGA SUPER 32X

MAKER: SEGA
AVAILABLE: FALL 94
(US ONLY)



CPU: TWO HITACHI SH2 32 BIT RISC CHIPS RUNNING AT 27 MHz/ 50 MIPS

GRAPHICS: HIGH SPEED VIDEO PROCESSOR FOR POLYGONS. UP TO 300,000 (NON-TEXTURE MAPPED) POLYGONS PER SECOND.

COLORS: 32,000 FROM A PALETTE OF 16.7 MILLION.

FORMAT: CART/CD

RESOLUTION: 320X224

SOUND: 2 (ADDITIONAL) DIGITAL AUDIO CHANNELS

GAMES: SEGA: VIRTUA RACING+, VIRTUA FIGHTERS, RAD-MOBILE, SONIC ARCADE, JURASSIC PARK, TANK GAME (TBA), 3D MOTORCYCLE GAME (TBA). TREASURE: ACTION GAME (TBA)-GUNSTAR 27, TAKARA: SAMURAI SHODOWN.

SOME GAMES SUBJECT TO CHANGE. AN ACTUAL LIST WILL BE AVAILABLE NEXT MONTH.

PROJECT REALITY

MAKER: NINTENDO.
AVAILABLE: JAPAN
& AMERICA SEPT. 95



CPU: 64 BIT RISC CHIP (CUSTOM VERSION OF THE R4200) RUNNING AT 100 MHz WITH A CLEARING CAPACITY OF 100 MIPS. ALSO WITH A CLEARING CAPACITY OF 100 M-FLOPS AND A BUS BAND WIDTH OF 240+ MEGA BYTES PER SECOND.

GRAPHICS: 64 BIT RISC GRAPHICS CHIP (CODE NAMED REALITY IMMERSION CHIP) WITH A CLEARING CAPACITY OF 100 MIPS RUNNING AT 100 MHz. REAL TIME ANTI-ALIASED TEXTURE MAPPING OF 100,000+ POLYGONS PER SECOND. GOURAD AND PHONG SHADING EFFECTS.

COLORS: TRUE COLOR FROM A PALETTE OF 16.7 MILLION

FORMAT: CARTRIDGE. MINIMUM 100 MEGA-BITS-MAX 550 MEGA-BITS. 10 TO REAL TIME COMPRESSION.

RESOLUTION: MIN. 320X224 MAX. 1024X1024 (PROGRAMMABLE)

SOUND: 64 BIT DSP. SAMPLING RATE: 44.1 KHZ

FMV: NO

GAMES: 10 AT RELEASE. NINTENDO: KILLER INSTINCT (ACT/FTG) MORTAL KOMBAT 3, MARIO 5, ZELDA 5, METROID 4, STAR FOX-X, F-ZERO 2, PILOTWINGS 2. CAPCOM: SF3 HUDSON: SHOOTER TBA. KONAMI: CASTLEVANIA. ENIX: ACTION GAME TBA. SQUARE: RPG TBA. SUNSOFT: JUSTICE LEAGUE, AERO 3, ELECTRO BRAIN; ACTION GAME TBA. TAKARA: TRANSFORMERS.

SONY PSX

MAKER: SONY



AVAILABLE: NOV. 94* IN JAPAN; NOV 94* IN AMERICA

CPU: 32 BIT RISC CHIP (R3000A) RUNNING AT 33MHz, WITH A CLEARING CAPACITY OF 30 MIPS AND A BUS BAND-WIDTH OF 132Mb/sec.

GRAPHICS: 3DGE CUSTOM POLYGON GENERATOR, WITH A CLEARING CAPACITY OF 66 MIPS. CAPABLE OF GENERATING 360,000 TEXTURE MAPPED AND LIGHT SOURCED POLYGONS PER SECOND. CUSTOM SCROLLING AND SPRITE ENGINE WITH MAXIMUM OF 4,000 SPRITES ON SCREEN.

COLORS: TRUE COLOR FROM A PALETTE OF 16.7 MILLION COLORS.

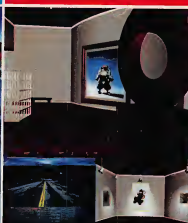
FORMAT: 3X SPEED CD DRIVE.

RESOLUTION: 256 X 224 - 640 X 480

SOUND: 16 BIT STEREO WITH 24 ADPCM CHANNELS AT 44.1 kHz.

FMV: JPEG/MPEG BUILT IN WITH A CLEARING CAPACITY OF 80 MIPS.

GAMES: NAMCO: RIDGE RACER, GALAXIAN 3, CYBER SLED CAPCOM: SF2 COLLECTION. KONAMI: GRADIUS 4. SUNSOFT: MYST. VIRGIN: DEMOLITION MAN, ARMY OF DARKNESS. PYGNOSIS: WIPE OUT, IDEAL.



HUH?

MIPS: Millions of Instructions Per Second (a measurement of processor speed)
CPU: Central Processing Unit
RISC: Reduced Instruction Set Chip (an advanced form of the microprocessor)
FMV: Full Motion Video. Digitized images running at 25 frames per second or higher.
MPEG: Motion Picture Experts Group. The standard for digital video compression.
DSP: Digital Signal Processor.

3DO

MAKER: MATSUSHITA



CPU: ARM 60 32 BIT RISC RUNNING AT 12.5 mHz

AVAILABLE: NOW EVERYWHERE

GRAPHICS: TWIN 32 BIT ANIMATION ENGINES ABLE TO SCALE, ROTATE, WARP AND TEXTURE MAP ANIMATION CELLS.

COLORS: TRUE COLOR FROM PALETTE OF 16.7 MILLION.

FORMAT: 2X CD DRIVE (300K/SEC.)

RESOLUTION: 640 x 480 INTERPOLATED.

SOUND: 16-BIT DSP: STEREO PCM AT 44.1 kHz.

FMV: MPEG1 CARTRIDGE- FUTURE

GAMES: CRYSTAL DYNAMICS: ORION OFF ROAD, CAPCOM: STREET FIGHTER 2 COLLECTION MABYE, ELECTRONIC ARTS: FIFA SOCCER, ROAD RASH, SHOCK-WAVE, INTERPLAY: ALONE IN THE DARK, OUT OF THIS WORLD, NAMCO: SOLVALOU, GALAXIAN 2, NAUGHTY DOG: WAY OF THE WARRIOR, PSYGNOSIS: MICROCOSM, SCAVENGER 4, READY SOFT: DRAGONS LAIR 2, SPACE ACE, SOFTWARE TOOLWORKS: MEGA RACE, REBEL ASSAULT, STAR WARS CHESS, SONY: LAWNMOWER MAN, SPECTRUM HOLOBYTE, STAR TREK: NEXT GENERATION VIRGIN: DEMOLITION MAN, SEWER SHARK, CREATURE SHOCK.

JAGUAR

MAKER: ATARI
 AVAILABLE: NOW
 CPU: MOTOROLA MC68000



GRAPHICS: TWO CUSTOM 64 BIT RISC PROCESSORS; HIGH SPEED BLITTER GFX CHIP WITH HARDWARE SUPPORT FOR 2- BUFFERING AND GOURAUD SHADING; CUSTOM GRAPHICS PROCESSOR WITH 27 MIPS.

COLORS: TRUE COLOR FROM PALETTE OF 16.7 MILLION.

FORMAT: CARTRIDGE WITH 8X JPEG COMPRESSION; 300K/sec. 2X SPEED CD DRIVE APPEARING LATE '94'.

RESOLUTION: UP TO 720 X 576.

SOUND: DSP WITH 16-BIT DAC.

FMV: CINEPAK; MPEG 1 OPTION BEFORE END OF '94'.

GAMES: BLUE LIGHTNING, LOBO, BATTLE MORPH, AVP, REDLINE RACING, APE SHIT DOOM, CHAOS AGENDA, DOOM 2, ULTRA VORTEX, BUBSY, DOUBLE DRAGON, HOSE NOSE AND BUGER, BATTLE ZONE 2000, CISCO HEAT, TINY TOONS, BATTLE WHEELS, SYNDICATE, THEME PARK, F1 RACER, LESTER THE UNLIKELY, TOMMY MOE SKIING, ZOO 2, THE SHADOW BASES LOADED, BRUTAL SPORTS, TROU AIKMAN, SUPER OFF ROAD.

FX

MAKER: NEC



AVAILABLE: SEPT '94' JAPAN,

CPU: 32 BIT RISC V8LO (NEC) RUNNING AT 31.5 mHz.

GRAPHICS: 30,000 TEXTURE MAPPED POLYGONS PER SECOND. 2 GRAPHIC VIDEO PROCESSORS.

COLORS: TRUE COLOR FROM A PALETTE OF 16.7 MILLION.

FORMAT: 2X SPEED CD DRIVE.

RESOLUTION: 640 x 448

SOUND: 24 ADPCM (ANALOG TO DIGITAL LOGIC CODE MODULATION) CHANNELS.

FMV: NOT KNOWN

GAMES: NEC: SUPER STAR SOLDIER 2, DOLL FIGHTERS, Y'S 5, FAR EAST OF EDEN 4, NEW BONK, COSMIC FANTASY 5, DRAGON KNIGHT 4, DARIUS.

HERE'S WHAT WE THINK.

The 32X will finally give gamers that taste of the arcade that they've been looking for. It will receive average support in the years to come and provide those with a limited budget, a great way to enjoy the next level (or at least a close facsimile thereof). The downgraded sound (from 8 to 2 sound channels to curb costs) is a major letdown. Thereafter, Saturn and Project Reality will duel it out for number one, with Sony close behind and always threatening, thus keeping Sega and Nintendo on their toes. If Atari or 3DO land big licenses (Atari already has with 'Doom') in the near future, like Mortal and SP2, their numbers could grow substantially (and quickly) causing an influx of big third parties and could give the PSX a run for it's money. On the flip side, if they fail to make a major impact in the very near future, they could have a tough time. Remember, when Sega and Nintendo enter the fray they become instant alternatives, leaving little room for errors (like delay's and weak titles). The NEC FX will be extremely successful in Japan but there are no plans for a US release. The Neo Star has been canceled and Commodore (US) has gone out of business, so the CD32 is also absent from our survey. We hope that each of these new systems succeed. Where one is lacking, another can take up the slack. Maybe now, with seven powerful formats, every type of gamer will be satisfied. After all, no one system has ever successfully covered all of these categories; Action Platform, RPGs, Action/RPGs, Side Scroll Shooters, 3D Shooters, 3D Action/Adventure, Driving & Racing, Fighting, Isometric Action, Overhead Action, FMV, Strategy, Sports, Arcade Action and Puzzle. Maybe now everyone will finally be satisfied. Can we stay here for awhile...please?

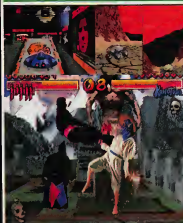
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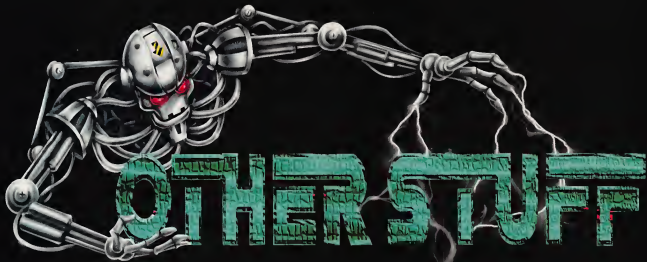
Dave: The Saturn will reign. People will see a rendered Sonic and become helpless, piggy banks will break all over America. Project Reality will hit and compete but not surpass, due to it's late '95' release. Sony and Nintendo will fight for the number 2 spot. The Jaguar will be the no. 3 system with the 3DO close behind.

Jay: The lead will change hands between Nintendo and Sega while Sony and Atari fight for the number 3 spot.

Andrew: Nintendo will again dominate with Sega trailing. Sony will be third. The Jag and 3DO will be far behind.

Kelly: Sega will be No.1 for about 18 months and then Nintendo will nip the competition to shreds. Sony will fly solo at No. 3. 3DO and Atari will have their substantial (but not threatening) niches.





Welcome to another great issue of Other Stuff. Lets get down to some business... For starters... **Mortal Kombat 2** for the SNES is due out on Mortal Monday, sometime in September but Acclaim has a big surprise in store for MKII fans. All the blood and gore found in the coin-op game will be left intact in this SNES cart, even the Babality's remain. MK2 will clock in at 24megs and is said to be a perfect arcade translation. Now if that didn't grab your attention, maybe this will....Nintendo of Japan has announced that in the Spring of 95, they will be releasing a brand new, stand alone **Virtual Reality** game machine. Not to be confused with Project Reality, this new VR game machine will incorporate a 32bit CPU and is said not to make use of any goggles or other eye wear for the VR effect. The new machine will retail for around 200 dollars and is expected to have simultaneous Japanese and North American release dates. As for games, Sunsoft, Konami, Capcom, Enix, and Square will have software ready for the machine when it's released in America next year. As far as Nintendo is concerned, they are expected to have anywhere from 3 to 8 titles ready for release when their new 32-bit machine hits.

Speaking of Nintendo... the June CES is almost here and the big "N" is said to be unleashing somethings at the show that are truly mind blowing. Nintendo's SNES line up for the show are as follows: they will consist of **4 Action games**, 1 racing game, and 1 shooting game for a total of 6 new 16-bit titles due out in the 2nd half of 94'. The shooting game will be Star Fox 2. This game incorporates a 2 player mode, and is said to have more than 10 stages. It will be the first 16 meg FX game. The racing game will be Stunt Race FX. This FX game has been confirmed at 8meg, SR FX is now twice as fast as the version first seen at the Winter CES. It features 256 colors on screen, has a 2 player mode, and it now plays very similar to F-Zero. You know what that means, perfect control! The Action FX game is 24meg. Our sources inform us that this game is using one of Nintendo's big characters as the main hero, and it too features 256 colors on screen. This will be **Siguru Miyamoto's last SNES/SFC title**. Our guess is that this one is a new Wario game. Besides these, Nintendo of Japan has two other SNES titles they will be showing at the June CES. We will give you more information regarding those 2 titles next issue. The game that Nintendo will be pushing the most is their mind blowing 32meg action game. This title has been in the works for the past 2 years by an unknown software company based in the UK. Believe it or not, this SNES game has visuals that surpasses the graphics seen in Virtua Fighters. This game also uses 256 colors on screen, and as soon as information or screen shots become available, we will let you know.

In the Project Reality department, this is what we know so far. The hardware for the arcade is finished and the development systems for the home PR will be available in September of this year. The name of the machine will be different than Project Reality, but it is still undetermined at this time. Sometime next month, an actual name for the home system will be announced. As for games on the PR, here are the ones that we know about so far. **Mortal Kombat 3** which will be in arcades around the summer of 95'. **Revolution X**, a shooting game similar to T2: The Arcade Game; Judge Dredd, a side scrolling action game; and **Killer Instinct**, a one on one fighting game similar to Virtua Fighters, but in a more realistic environment. Other titles include: Mario 5, Metriod 4, Zelda 5, Star Fox X, F-Zero 2, Street Fighter 3, Mega Man, X-Men, and we hear that Slam Masters 2 is another contender to be a Project Reality title.

Now for some Sega news... Its been a very eventful month for Sega, especially since the **Saturn is coming out** this November in Japan, and in America May of 95'. So you ask what's going on over at Sega? Well for starters, Sega of Japan is working on 2 different versions of **Daytona**, **Virtua Fighters**, and **Virtua Racing**. One version for Super 32X, and a second one for the Saturn. You won't be able to play your Super 32X software on a Saturn. This could become confusing, especially for the third party developers. Sega is also working on a new, unknown driving game for the Saturn. Outrunners, Star Wars, Jurassic Park, and supposedly, Sonic the arcade game are also being translated over to Sega's new CD/Cart combo. For more info on the Saturn, check out this month's Japan Now for more titles and other cool info on this new hardware. In other Sega news, **Sonic 4** and **Dolphin 2** are both being programmed for the Genesis. Expect a 4th Quarter release for both games. Sonic 4 will be 24meg and Dolphin 2 will be 16meg. We have some bad news for people looking for more Sega DSP games. Sega of Japan have told us that the DSP chip and future games that use the **DSP are canceled**. On the Sega CD front, Heavenly Symphony (see page 70-71) is coming out on the Sega CD in June, and will be 30% faster than the import version. This should make it the banner game in the Sega CD driving line-up. Sources inside Sega also say that **Power Drift** is also planned for a 94' release.

In other news... Three Time Warner Inc. game and multimedia units have announced that they plan to integrate their operations. The units are Time Warner Interactive Group, Atari Games Corp. and Tengen Inc. They will operate under the common name Time Warner Interactive. TWI will develop games across all platforms including, Coin-op, Sega Genesis and Mega Drive, Sega CD and Super NES. TWI will also distribute for affiliated publishers Core and Domark. Sega has selected Acclaim as the first US publisher to use their Titan technology for coin-op, 32X, and Saturn. Sega and Acclaim will combine their technologies to develop Acclaim titles for the coin-op market. The first will be based on a soon to be released major motion picture. Acclaim has also diversified into comic book publishing by acquiring Voyager Communications, publisher of Valiant Comics. And finally, Warner Bros. and Acclaim announced the two companies have entered into a pact whereby **"Batman Forever"**, the next Batman adventure starring Michael Keaton. "Batman Forever" will headline several Acclaim software titles for the Sega Super 32X, Saturn and Project Reality.

In Neo news... rumor has it that SNK of Japan has halted the development of their **"Neo-Star"** 32-bit home console. It now seems as though the big wigs in Osaka are thinking twice about releasing a CD console that's a direct competitor against Sony's PS-X. If reports of the Neo-Star having a retail price of around \$700 were at all true, SNK may have made the right choice of thinking twice about this one. With Sony, Sega and Nintendo all developing hardware that's supposedly superior to the Neo-Star, at a fraction of the price, its now up in the air who really is bigger, badder and better. On the Neo-Geo front, SNK seems to have an impressive lineup of 200+ meg games for us in 94'. The development of **Samurai**

Sprits 2 is proceeding swimmingly at the moment. The 200+ meg sequel to last year's mega-blockbuster is due out around August and is said to put its predecessor to shame....hoheee. Work has begun on **Fatal Fury 3**. FF3 will tip the scales at around 200 meg and is due out 4th quarter '94'. SNK's big "monster fighting game" which was known to our readers as *Survivor* is in actuality, titled *King of the Fighters '94*. This game is over 200 megs and will feature characters from *Samurai Sprits*, *Fatal Fury*, *Art of Fighting* and *World Heroes*. There are over 20 characters in all to choose from. The actual release date is still up in the air, but it could be as early as June. *Magician Lord 2* and *Chrystalls* have not been canceled, but they have been put so far on the back burner, it now seems as if they won't come out until 95....I could cry. SNK is putting the finishing touches on **Top Hunter**. From what we hear, TH may include additional levels when it hits the Neo-Geo this summer. Capcom has announced that they have obtained the rights to *Marvel's X-Men* and will introduce a 300 meg *X-Men* fighting game for coin-op later this year. This game will be programmed by the original SF2 coin-op team! Look for a home version on SNES shortly thereafter. In other Capcom news...Recently, we had the pleasure of being the first to get a hands on test of Capcom's newest SNES masterpiece, **'Demons Crest'** (based on the popular GameBoy title 'Gargoyles Quest'). *Demons Crest* is graphically reminiscent of 'Ghouls and Ghosts' and plays even better. Capcom Japan has announced *Mega Man-7* for a late '94 Super Famicom release. *Mega Man One, Two, and Three*, will be coming to you're Genesis this Christmas. *Mega Man*'s been busy! We'll have *Demons Crest* and *Mega Man* shots for you next month, along with a *Capcom Summer CES* preview. Other Stuff **Obituary**: Commodore (US) has finally been laid to rest. They closed their doors officially late April. Now American's won't have to suffer the pain that we did, playing the CD32. That's it for June, see 'yah in July with a CES preview and 'lot's more-Other Stuff.



Recently, GameFan had the pleasure of visiting a new 'dream team' in software development. Pocket Science. Something very special is going on here. Find out what next month.



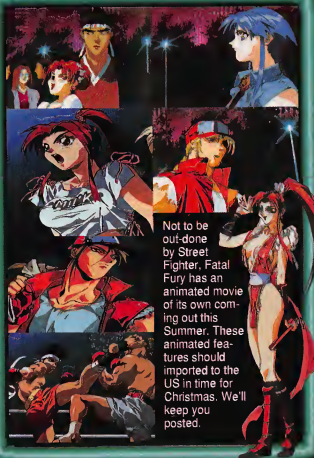
Ashton Sports fans that don't already own a Genesis, GG or Sega CD. Is anybody listening? Sega is reimagining their 3 systems with sports games. The blue Game Gear is way cool. We threw in the CDX (the worlds smallest full blown game system) photo because if you're thinking of purchasing a Sega CD this is the only way to go. Win an AC DC TV you can now play Sega CD's and carts virtually anywhere. Camping will never be the same. But I don't go camping...



Ashton Sports fans that don't already own a Genesis, GG or Sega CD. Is anybody listening? Sega is reimagining their 3 systems with sports games. The blue Game Gear is way cool. We threw in the CDX (the worlds smallest full blown game system) photo because if you're thinking of purchasing a Sega CD this is the only way to go. Win an AC DC TV you can now play Sega CD's and carts virtually anywhere. Camping will never be the same. But I don't go camping...



The Summer CES is upon us. For the first time Sega will not have a major presence (they'll have a press room only) but their games will be displayed. It could be between Dynamite Headdy and Nintendo's dream game (it is said to be beyond the imagination) for game of the show. Will Earth Worm Jim show up and steal there fire? Or will Nintendo have the run of the place? Could the 32X show up and steal the show? Either way it's going to a volatile situation.



Not to be out-done by Street Fighter, Fatal Fury has an animated movie of its own coming out this Summer. These animated features should imported to the US in time for Christmas. We'll keep you posted.



Possibly the greatest animated adventure since Akira is coming out in Japan this July. Check out the photo's of young Ken and Ryu in Japan Now. Looks like GameFan will be doing its very first movie review in July!



Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CRAZY!!

Postmeister

Dear Postmeister,

I now understand why the Sega CD is saturated with full motion video games. The answer is so clear. Sega pushed the CD real hard this Christmas, as everyone is aware. People who bought the CD thought they were getting something much more powerful than the Genesis alone. Now that so much product has been moved, they have to try and fulfill that promise of awesome games and CD quality music. Full motion video is an easy way to impress because the Genesis alone cannot have those types of games. However, you only have to play a couple of times before you are bored stiff. If full motion video games were not made and the Sega CD had games with "normal" graphics, nobody would have bought one. A core Genesis would suffice for those types of games. My point being: the Sega CD is a really useless add-on. The only games that have made me feel really good about my purchase are Silpheed and Lunar. Other than that, the best games are still being done on cartridge. And guess what? Lunar and Silpheed aren't full motion video games. They are the type of games that many of us normal game players like. I'd like to tell Sega CD developers this: FMV is fine if it is used in an intro, or between levels. If it's not used in that manner, it's going to sit on the store shelf because I know for a fact that I'm not the only one who feels this way. Nintendo was very smart not to develop a CD-ROM. They know that their systems' hardware has not been used to it's full potential. In closing, I would like to let the readers know that I am not biased toward any system. I own an Atari Jaguar, a Sega Genesis, Sega CD, Turbo Duo, SNES and a Lynx. I just want good games and know that the Sega CD has a long way to go. In fact, all you readers who plan on buying a Sega CD, take my advice. Save up thirty more dollars and buy a Jaguar, it's 4,000 times better. Atari's gonna conquer the world and I'm behind them all the way.

Tom Georgoulas
Winston-Salem NC

Dear Tom,
It's amazing that you wrote this letter

before reading last month's Ed. Zone. It seems like gamers all over the U.S. are rebelling against FMV games. I received a ton of letters this month on this subject. I don't know about Atari taking over the world, but they could move into, and control a big chunk of the market if they play their cards right. To be honest, the majority of letters I receive are questions on either the Jag, MK2, the horrible lack of RPGs, or the upcoming 32 bit system wars. Besides those, I mainly get a lot of complaints, which is why our Editor in Chief went off in the Ed. Zone this month. Gamers are extremely disgruntled over not only the Sega CD, but the lack of quality, original games, and the way Sega and other companies are ignoring us and moving forward with this full motion junk. If Sega isn't careful, they're gonna Full Motion themselves right back in to 2nd place. Many 3DO developers are guilty of this too. Do you think that maybe the reason that the Jag is doing so well (50,000+ units sold and over 100 development systems in use) is because they are completely ignoring this trend and concentrating on real games? Think about it... Silpheed and Lunar were great weren't they. Hey Tom, here's some good news. There are three Core games coming out (check out pages 48-49) that will make your Sega CD spit up Tom Cat Alley and perform like it's supposed to. Heavenly Symphony is also pretty good and Helmdall will probably be out by the time you read this. So all is not lost. Thanks for the great letter. Your pal, The Postmeister.

Dear Postmeister,

Regarding your response about which system to buy in Vol. 2 #5, I feel that you did not give just mention to the 3DO platform. In your own words, a truly great system requires: good hardware, a skilled developer, 3rd party support, the ability to expand, and of course, a low price tag. The Panasonic 3DO machine has superior hardware and with Sanyo and AT&T releasing their own machines, there is the chance of more power. Trip Hawkins, founder of the 3DO company, also created Electronic Arts. How's that for a skilled developer? The 3DO format has more 3rd party support than any of the other

upcoming systems you mentioned and a huge financial backing. Expansion is no problem with a modem and a MPEG cartridge on the way. As for price, \$499 isn't so bad when you consider that upgrading the other machines to CD will give you a total investment cost of over \$500. I ask in fairness to all (consumer and product) you print this information. Maybe then, people like Rob Clark, and Mornez Rassell will have enough information to support their decision on which system to buy.

David Necessary II
Atlanta GA

Dear David,

I can see your point, but you are unfortunately misinformed. Between Sega, Atari, Nintendo, and 3DO- 3DO has the least amount of games in development right now. The launch was a major bomb (Atari has already sold twice as many units). Just because a company signs on to develop doesn't mean that they are currently making games. Most of the 3rd parties that signed on have backed off and are waiting for 3DO's numbers to grow, which they are. Remember, anyone can make games for 3DO, there are no requirements, who wouldn't sign up? Let me explain something to you. We are not against the 3DO. In fact we love the hardware. We bag on 3DO in the hope that they will read our comments and wake up. We are not going to sit back and say that the next generation is here because someone texture mapped a shooter. Believe it or not Panasonic appreciates our honesty and has asked for our advice. At the CES in Las Vegas, a Panasonic rep. walked up and asked me what a sprite was because people were asking him about specs. Now he knows. This is all new to them. If you tell them everything is hunky-dory they will get a false sense of security. Like we said from the beginning, if a strong fighter and some good platform games, like Gunstar or Castlevania come out, the 3DO's numbers will quadruple overnight. This is a fact. Panasonic did not know that. Now thanks to our honesty they do, and guess what's in development. Soon you will see an amazing platform game on 3DO. Maybe you're too used to

reading those other mags that walk the fence. We tell it like it is and sometimes it's hard to swallow. Yes, EA is a very skilled developer and Trip is a great guy, but he's not locked away in a room trying to deal with his operating system. Lastly, EA cannot carry the system. Road Rash anyone?...exactly.

"Dear Postmeister reader,

Before you read the following letter please realize that this is just a disgruntled new system owner. Alan will, in the long run, be happy with his purchase of a 3DO. I simply had to print this letter because it is so funny that I rolled my postal 4X4. We really like 3DO and know for a fact that it will have a very bright future. -The Postmeister.

Dear Postmeister,

I just returned Monster Manor to it's crypt. Lame Game! I need the gun for Mad Dog - Stellar 7 stinks. One company cannot carry the 3DO. The graphics in Manor look like the SNES - the closer you get, the bigger the pixels, just like Wing Commander. So with the above in mind, and Game Fan printing the truth on 3DO games, (good or bad) I give you 25 things to do with a dead 3DO:

1. Very costly foot stool.
2. Very costly foot warmer - 30 watt power on.

3. Very costly foot vibrator - CD in drive please.
4. Low powered bread warmer double speed.
5. EMF generator.
6. Electrical fault tester - drop in full bathtub.
7. Very costly CD tester.
8. Very costly CD warp tester.
9. Electronic bird feeder with tray.
10. Electronic beer can holder with pop out tray.
11. With a little work, litter box with auto clean tray or electric CD washer double speed.
12. Get it bronzed and tell friends "It's a gift from the Japanese Royal Family".
13. Add it to your \$99.95 stereo system for great sound.
14. Send it to North Korea, confuse them, and start a war.
15. Bronze it to remind you how dumb you feel for rushing out to throw away \$760.00 to be "first".
16. Use as an electric door stop.
17. Use as an electric tray dispenser; Pez, condoms, aspirin, etc...
18. Turn it in for \$100.00 in Green Stamps.
19. Fence it to the mob and die.
20. With a little work, a small bagel maker.
21. Can be used to test your new clothes dryer; stress test.
22. Use it to keep your SNES warm.
23. Send it to Atari, they can fix it.
24. Serve as lunch to the Jaguar system.
25. Send to NASA; emergency waste tray

recovery double speed with RISC paper dispenser. Enjoy these! Game Fan forever or death!

Allan Popper

New York, New York

Dear Alan,

First of all, that is what I call creativity. Now hold on chief, good games are coming. Remember, with a new system comes the wait. Developers are tinkering with the system, trying to get the most out of it, while at the same time, deadlines loom over their heads. Soon, everything will be OK. Let this be a lesson to all of us. Sometimes being first has a price. Hold on to those Genesis' and SNES' while your waiting for your new systems to take off next year. The 16 bit market is at its peak. Enjoy it!

The Postmeister has a new address!!

Write to me at my new mountain cave (my dungeon collapsed in the quake!!). Thank God I wear a helmet!!

The Postmeister

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Adria Orta From Modesto, CA. Shows us that Pencils and RPG's go hand in hand!

This is from Ivan Guerrero of Chicago, IL. Dude, "Flawless Victory!"



Rich Sessions of Lake View Terrace, CA sends us his unique view of Metroid, "dude we're there!"



Damian Ortiz of San Antonio Texas, "You win... perfect!" Beautiful drawing and "Oooo, that's got to hurt!" Your Comic board is on the way!



Hey, John Ferguson of Vancouver Canada, The Ninja Warriors would be proud!



This clever piece comes from Jen Seng of Westborough, MA. Step right up! Your the next contestant on the runners up list! (if we had one that is!) Keep sending 'em in and who knows!



Bach Ha (?) of Alameda, CA Get's his frustrations out by donning a red suit and a Mickey Mouse skull hat. Cool birdmen!

Well, Rodini Calypso of Far Rockaway, NY. We think Postmeister would win this little bout. However, the premise is exciting.



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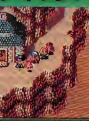
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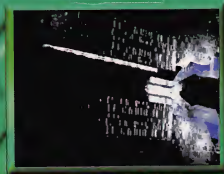
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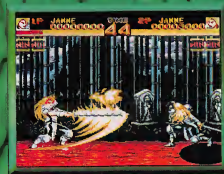
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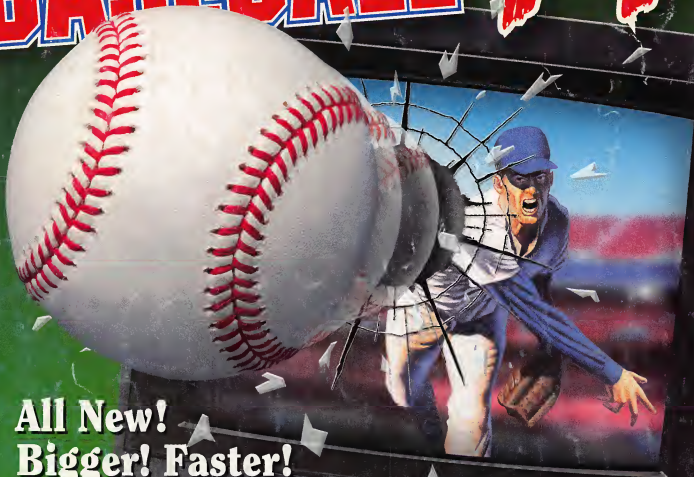
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